

EXILE WALKTHROUGH

by Dokimi

valid for Exile v0.2.2

Here you can follow me through one game-year of play. If you are a struggling beginner this might help you get over the initial "hardcore shock" of Exile.

Success in Exile depends on three things:

- knowledge
- problem solving
- and decision making

Here you will learn some basic knowledge, and you'll see the kinds of problems and decisions you will face.

As an open ended, open world sandbox game Exile has no "correct" way to play, nor can I cover every possible aspect of the game here. This play through follows a cautious technology focused strategy. I make some mistakes (some deliberate, others accidental). You'll see how those mistakes can be recovered from... except one.

I die at the end. So it goes.

THE START – NOT DYING IMMEDIATELY

1. INTERFACE

In the inventory I have access to:

- crafting spots: I will use these to make entry level crafts
- sleeping spot: I can use this to rest anywhere, but it is terrible
- clothing tab: I'll put on clothes here.
- character tab: this tells me role-playing info (I am a guy called Klo). I can also check "health effects" here e.g. diseases.

I have a sentence of exile (more role-playing: Klo got exiled for abducting someone), but nothing else.



The HUD tells me:

- how many health effects are currently on (none)
- how thirsty and hungry I am (I'm fine)
- the temperature around me (15°C)
- how much energy I have (e.g. for running around)
- my health (hit points)
- my body temperature (e.g. if I have hypothermia)

These will change color if they are outside safe limits. The temperature is yellow. I'm a little bit cold. This will drain my energy, that will lead to increased hunger and thirst. That will limit my ability to move. I could end up in a viscous spiral. If temperatures drop too low and my energy drops to zero I risk hypothermia... then death.

2: EMERGENCY PRIORITIES

Because I have nothing, this is an emergency.

I must act quick to secure the basics of life.

My first act is to figure out my status and location. I'm on a flat grassland with some trees. I can see enough resources to live here. I will stay in this area.

I am starting in spring, so temperatures should get warmer, but the weather is unpredictable. Right now it is too cold.

Therefore I must find shelter. Nearby is a big hollow tree. It is warmer under here. This will be my camp.

Next I need tools, a bag, and bedding.

I'm lucky that nearby are some Gemedi cane plants - good for fiber. I collect large amounts and take it back under the tree.



The two greatest tools humanity has invented are the stick and the piece of string! I'll need lots of fiber and sticks. For sticks I use the abundant Gitiri shrub and tree leaves.

3. RESTING AT CAMP

In the shelter of the tree I set up crafting spots. Then I make a sleeping mat. I put the mat in a warm sheltered location.



When I lie down I can see my energy increasing. I can only rest effectively in pleasant conditions (e.g. comfortable temperature, out of the rain etc). Better quality beds allow me to regain energy quicker.

As I rest I can do some crafting and plan my next move.

3. FIRST CRAFTS

It's getting dark, so I make a torch. As night falls I'm a little cold. I have lots of fiber, so I'll make some clothes. I need a weaving frame. If it were colder I would need to light a fire too. But this will do.

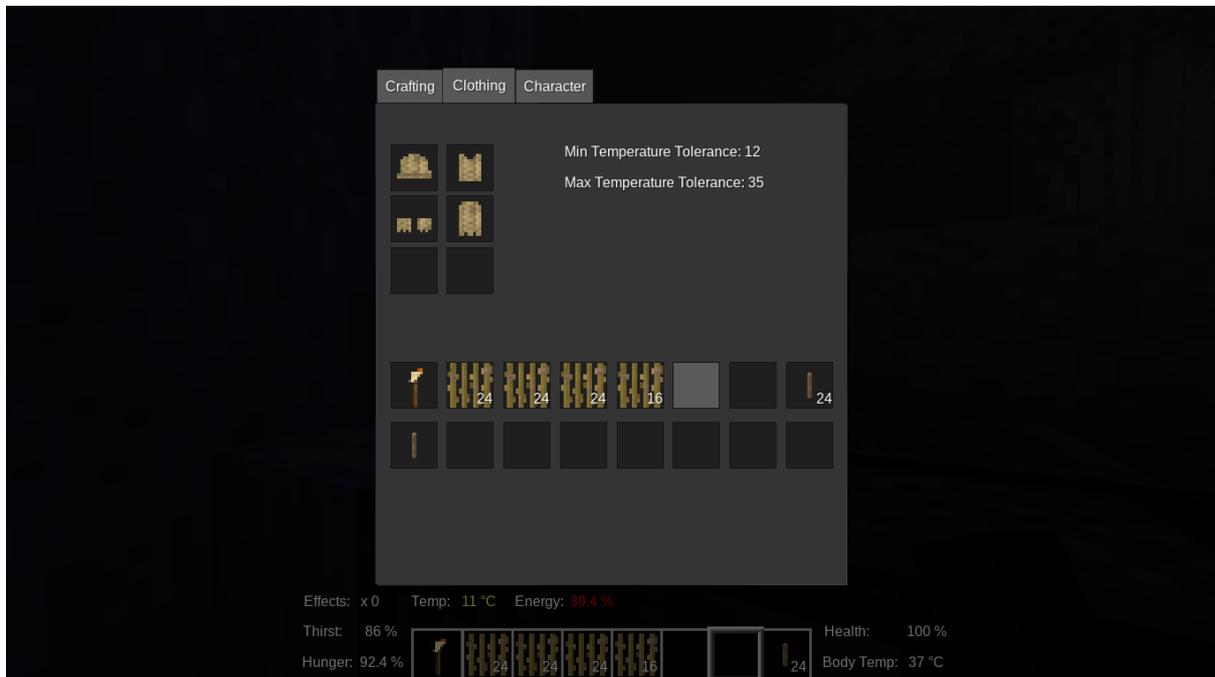


Because I had so much fibre I also make a bag. This is my first storage space, and I can carry it with me. Very useful.

I also make a digging stick. A rock chopper can help speed things up too.

4. CLOTHES

The clothes make my temperature tolerances better. If I'm inside the temperature range I'm comfortable.



I have heaps of fibre around here, so I'll make all the clothes. But gathering that fibre in cold torrential rain has left me exhausted. Thankfully with my clothes, and shelter I am warm enough and can recover.

EARLY SURVIVAL – MEETING NEEDS

I survived my first day! I didn't immediately die. But now I must look to the future. I'll need food and water, and I can't live under a tree forever - the seasons will change and this might not be enough.



2. BREAK TAKER

Back to camp to rest the Break taker message has come up. That means I've been playing for half an hour. This is a reminder because it is easy to lose track of time. Now is a good time to take a real rest.



You can ignore this message, but after an hour it will become a nag - you really should at least stand up and stretch after that long!

3. WATER POTS I

I'm going to make pots to collect the rain. These are unfired, and useless. I need a kiln.



I've made a kiln out of dirt. Sealed inside are two pots. The fire will heat them up, turning them into pottery. It's raining so I put a shelter over top, to prevent water related mishaps. (note: fires needs to be kept away from wet soil too, unlike in this shot - this was made during a final bug testing run!).



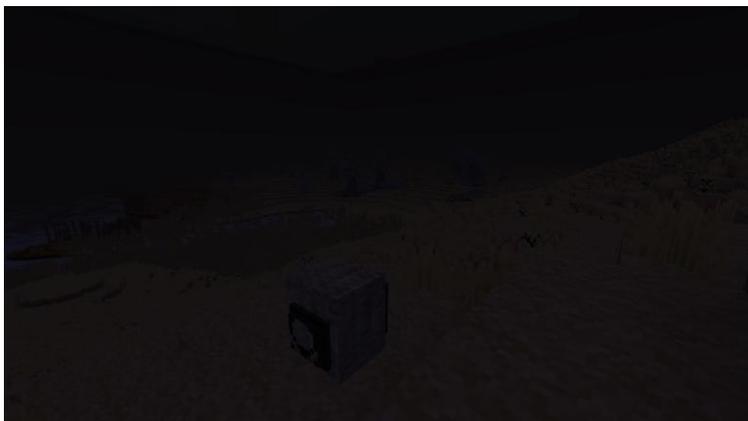
4. IMPROVING CAMP

While I wait, I've make camp more accessible and tidy. This will save energy, and potentially my life in an emergency.



5. FIRST EXPLORATIONS

I'm doing well. So I explore a bit, gather plants and resources. I always take a survival bag of essential gear. I don't go far, I'm not ready. I collect anything that looks interesting.



Back at camp I'm exhausted, but I've got a safe space that's warm and dry so I'm okay. If I was still out wandering lost I'd be in trouble.

6. FARMING

I've made a little farm with the plants I found. These might be useful, but growth takes time.

I used the digging stick to till the soil. Plants need to be in the sun. Wet loam soils are best. Dry gravel and sand are very bad soils. Tilling the soil improves it, but risks erosion, and will become depleted. Unless depleted soils are fertilized (punch with a fertilizer e.g. ash) then they will degrade.

Extreme weather can inhibit or kill young plants. Animals can eat plants.



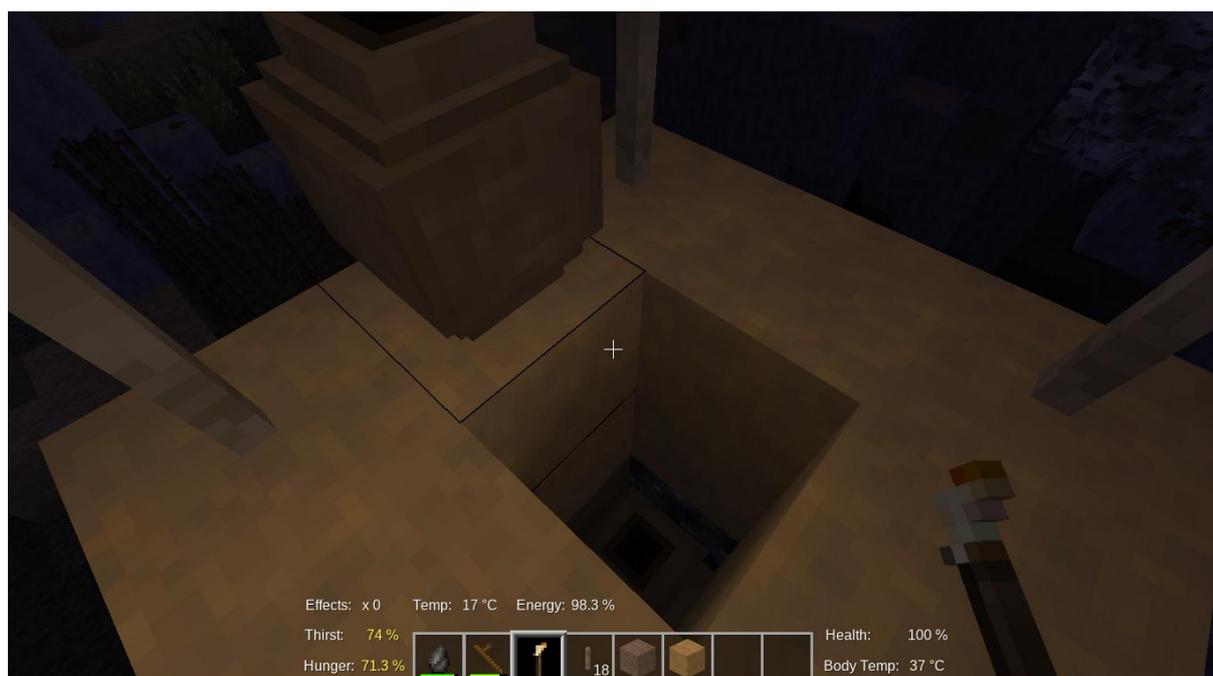
7. BED SET UP

All this work in cold rain is leaving me exhausted. I improve my resting spot. I make a better bed so I can recover faster. I have a fire place, crafting spots, and storage all easily accessible.



8. WATER POTS II

My pots are done. I can punch the kiln fire while holding any sediment to put it out. I put the pots in the rain to collect water.

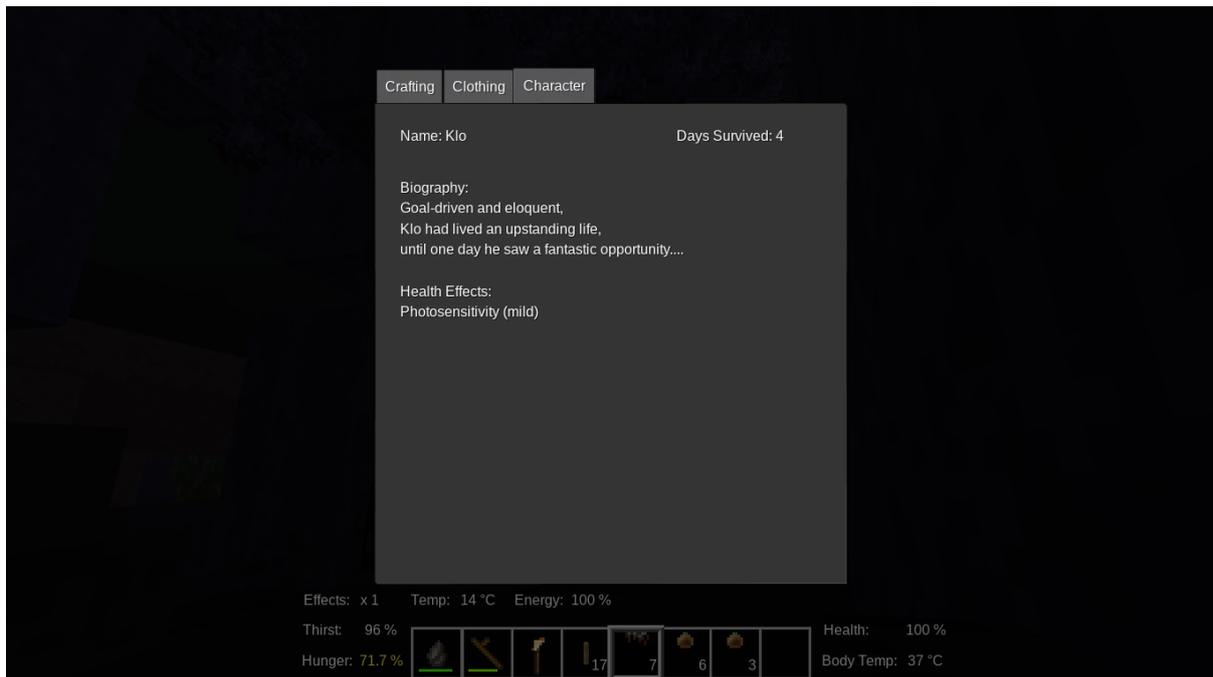


9. EATING MYSTERY PLANTS SAFELY

I'm getting hungry. I have a good supply of maraka nuts here... but are they poisonous? How do I find out?

I have to eat them. If eating this goes horribly wrong I need to be ready to ride out an illness. I am currently safe at camp. I have food and water. Time to eat mystery nuts....

I eat one... seems fine... I eat more... seems good... more... oh no! I have a health condition.



This disease seems fairly harmless. And I'm in good condition to begin with. Through luck and caution I ride it out easy.

2. NEW CRAFTS

With the boulders and some sand from the nearby beach I make a grinding stone. Here I can make my new best tool - an adze. I can cut wood.



I'll make the mortar and pestle, and club too seeing as I can.

I chop some wood and I make a chopping block.

With all these new tools and work stations I can do lots of new things. I can survive with this level of technology. It's primitive, but I could go on perfectly well without advancing further.

STRATEGIES – MOVING FROM THRIVING TO MASTERY

Technological progression and settled agriculture are strategic choices. Just because you can doesn't mean you should. There's a reason humanity spent >100 000yrs in the stone age. But it is the strategy I will follow here.

Acquiring iron is a high effort high reward path. That effort might cost me my life.

1. CHARCOAL

Iron smelting needs charcoal, both as a hot burning fuel and as part of the chemistry of smelting.

It needs huge amounts.

I gather a lot of wood and fiber to make fires. I've dug myself a space in a gully bank. I fill it up, light the fires, then seal it to block the air. After some time it will form charcoal.



2. EXPLORING FOR ORE, OIL SEEDS, AND NUTS

I've decided I need three things. All of them require me to explore.

In Exile "ironstone" is the ore available (in reality there's endless sources of iron). This is what I'll smelt into iron.

I also want to make paint. This is excellent for marking trails. As I explore more, getting lost is a real risk. For paint I need to find lots of vansano to use for its oily seeds.

Lastly the mortar and pestle opens a way to make maraka nuts safe to eat - I will gather nuts as a food source.



I find ore easy, but I don't yet have the iron tools to mine it. I need to find boulders I can dig by hand.

After a day exploring I am only able to make paint.

I reconsider my plans.



3. FOOD COMES FIRST



Now hunger is a priority - iron can wait. I set out on an expedition for food. I find a promising plant and catch some birds (right click with club).

Anperla could become my staple food crop, but growing it in large numbers will take time.

I release the birds near camp, I'll be able to eat their eggs, although the males can be an aggressive menace at times.



I now have enough maraka to grind it into flour. The toxin that made me ill needs to be removed by soaking.

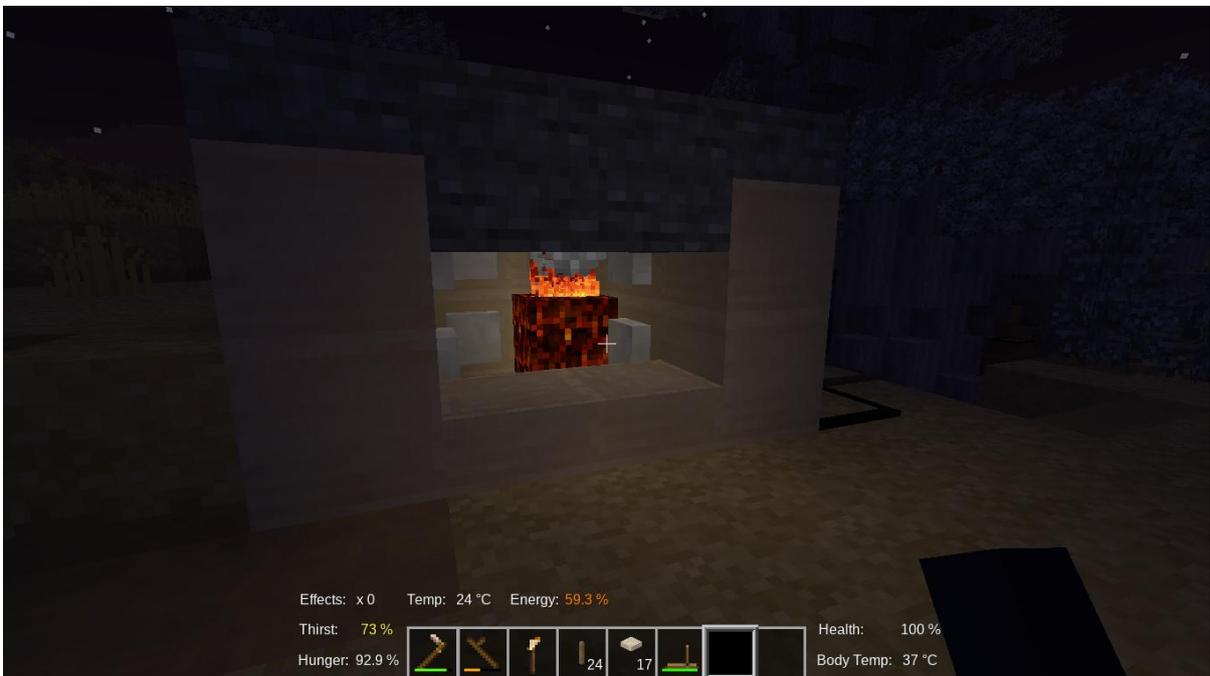


I expand my areas of farmland with any useful plant I can find.

I avoid starvation by collecting fruit. Now all the local fruit trees have stick ladders for access. But it is hard to build a surplus this way. I've gathered a lot of stuff now, so make more storage space (pots and bags).



Once my maraka flour is detoxed I need to cook it. That needs an oven. I can also cook some dead animals I found. I don't want to eat those raw.



4. ANOTHER USEFUL PLANT

It is now clear I will need to do a lot of exploring to find ore, possibly down caves too.



I'd like to make glow paint to mark cave trails.

That needs something bioluminescent. I find some merki in the nearby mountains.

Unfortunately it is rare. I'll need to farm it.

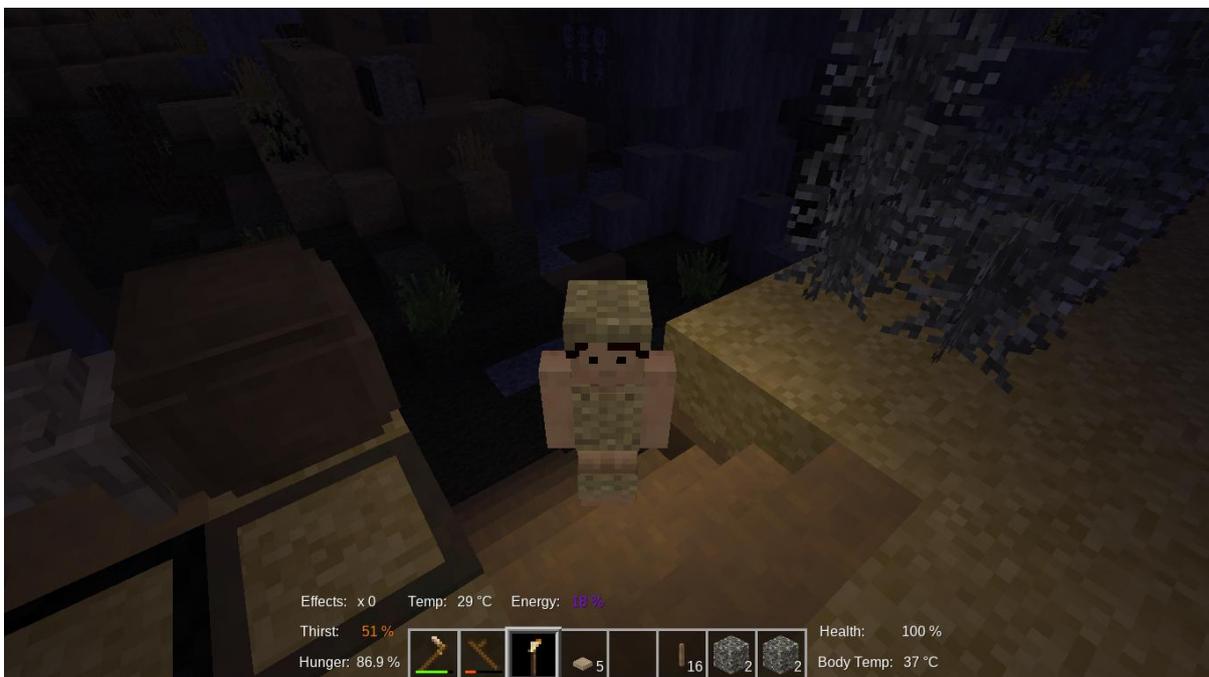
5. PREPPING FOR SMELTING

The weather is now too hot to travel. So I make small improvements to camp. Otherwise I'm living the stone age good life.

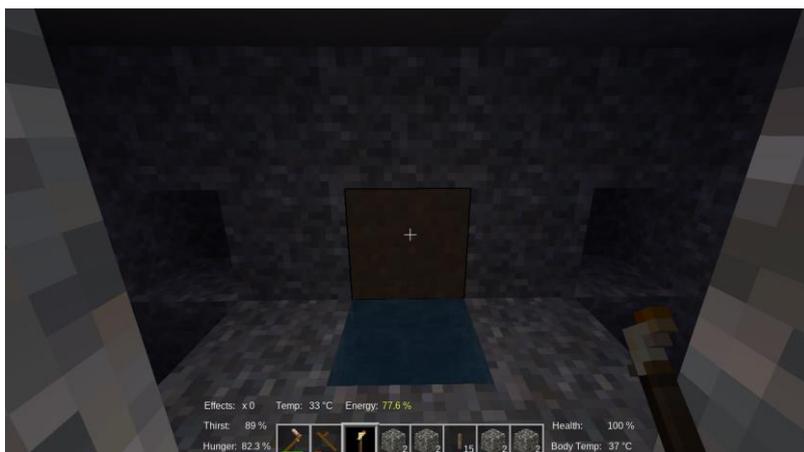


I use the time to prepare for when I do find iron - I start to build a smelter. My charcoal is done too.

Working in the heat leaves me too thirsty and exhausted to jump, but I built access stairs so I'm fine.



6. GETTING WATER IN DROUGHT

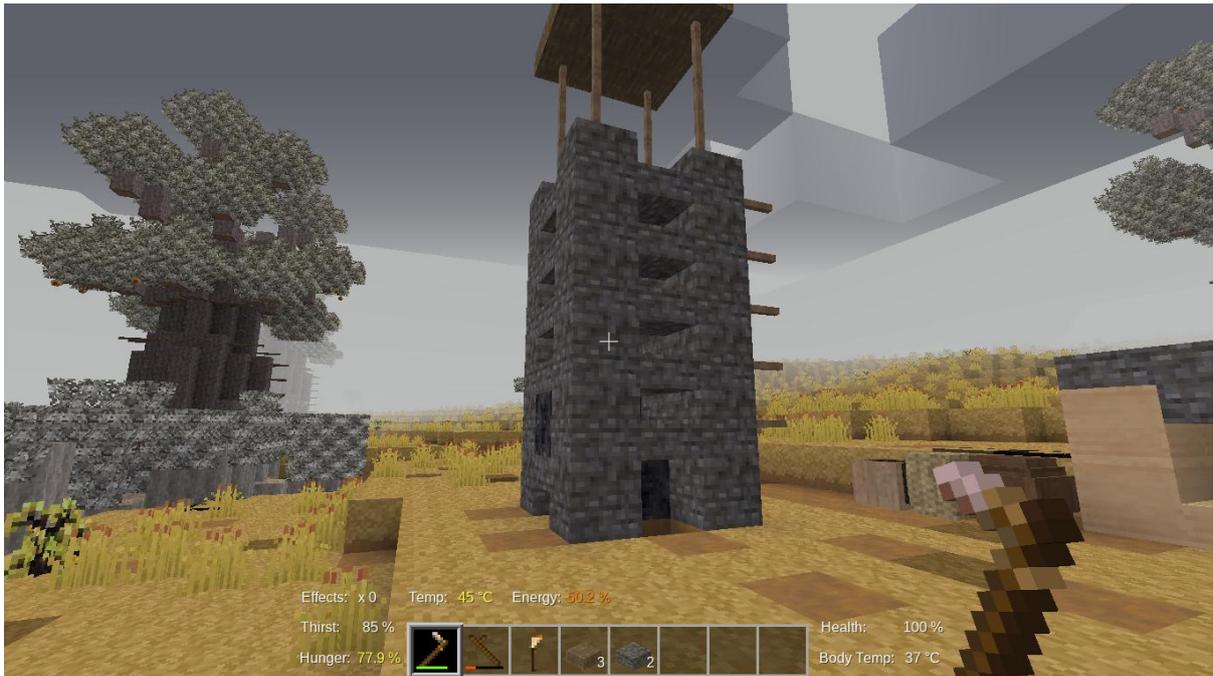


The rains are rare now. I build a way to drain soil water and refill my pots. I use the dug material for the smelter.

7. THE SMELTER

The smelter is complete. This design can take multiple smelt blocks at once. Note, unlike the kiln this has drainage space at the bottom. Smelting is the process of splitting iron from slag. That slag has to go somewhere. This hole will clog up with slag, and must be kept clear to continue draining.

(no design is "correct", experiment with what works given your needs and resources. If it doesn't work, modify it.)



But I still have no iron, and the weather has been dangerously hot.

8. MORE EXPLORING FOR ORE

I now have a sophisticated little camp.



I decide to explore underground where I'll be out of the heat. Unfortunately my glow paint is a long way from ready, so I won't go too deep. I set up a large batch of charcoal then set off.



I mark my trails, because if I get lost I'm screwed. I'll use glow paint for this in future.

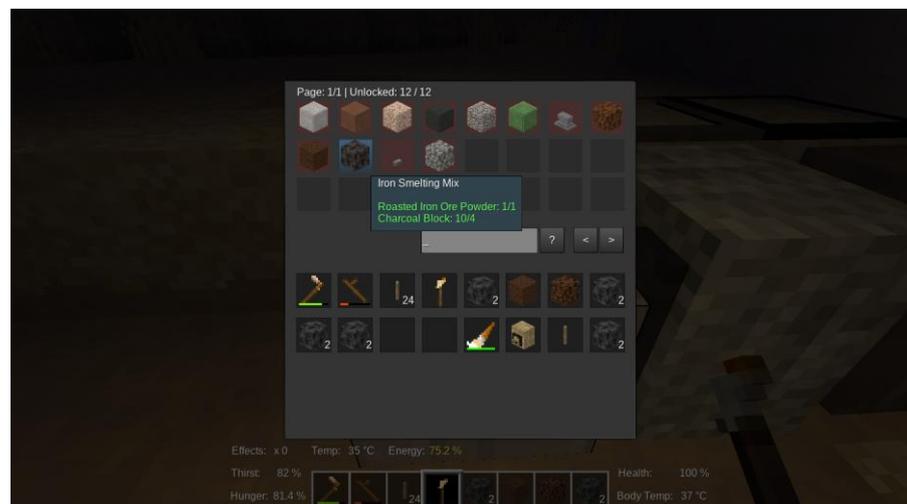
I explore various local cave systems hoping to find accessible iron. Success! I make sure the cave is clearly marked so I can find it again, then bring the boulders home.



9. SMELTING

Smelting is a complicated process.

First I need to roast the crushed up boulders, then I can grind them up, and mix them with charcoal. The end mix is what gets smelted. Seeing as the smelter is empty I roast the ore in there.



I fire up the smelter.

Some time later it produces its first iron bloom. This is a messy lump of iron and residual slag. Hammering is required to get rid of those last bits of slag.



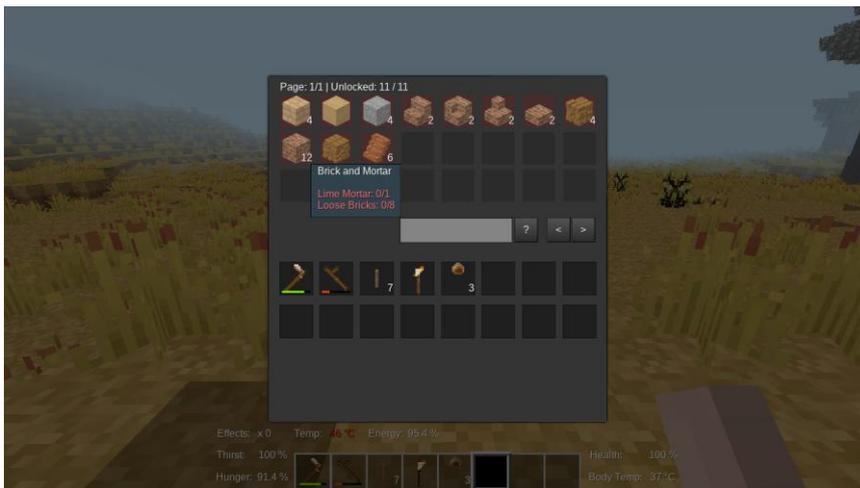
Only a small fraction of the ore rock is iron, and I need enough iron to make an anvil and tools. I'll need to find much more ore.

SEASONS – PLANNING TO SURVIVE THE YEAR

1. THINKING AHEAD – BUILDING A HOUSE

Living under a tree has been good enough during summer. But winter will be sub-zero.

I'm going to build a house.



I have decided to build with bricks and mortar. I have abundant materials and this is good for large complicated buildings. I have other easier options too, but we'll try this.

I need bricks, and lime mortar.

Bad design and over ambition could come back to haunt me, so I lay out plans for a small starting room. Bricks are easy to make. They can be fired like pottery.



Mortar is more complicated. I need to turn crushed lime into quicklime into slaked lime.

Fortunately quicklime is created by heating, so I can fire the bricks and lime together when I make a new batch of charcoal.

I shove everything into my charcoal hole. It's not the quickest way, but it's easy.

Quicklime is extremely reactive. Slaked lime is created by putting the quicklime near freshwater. I use my old soil drainer for that.



2. THINKING AHEAD - WINTER SUPPLIES

The effort of smelting and brick making has taken me into late summer, early autumn. I am building up supplies of food, and of firewood for heating.

This is my first year farming, so the harvest is small and dominated by low value crops. The local trees are low on fruit and nuts too.



Getting food in winter will be hard.

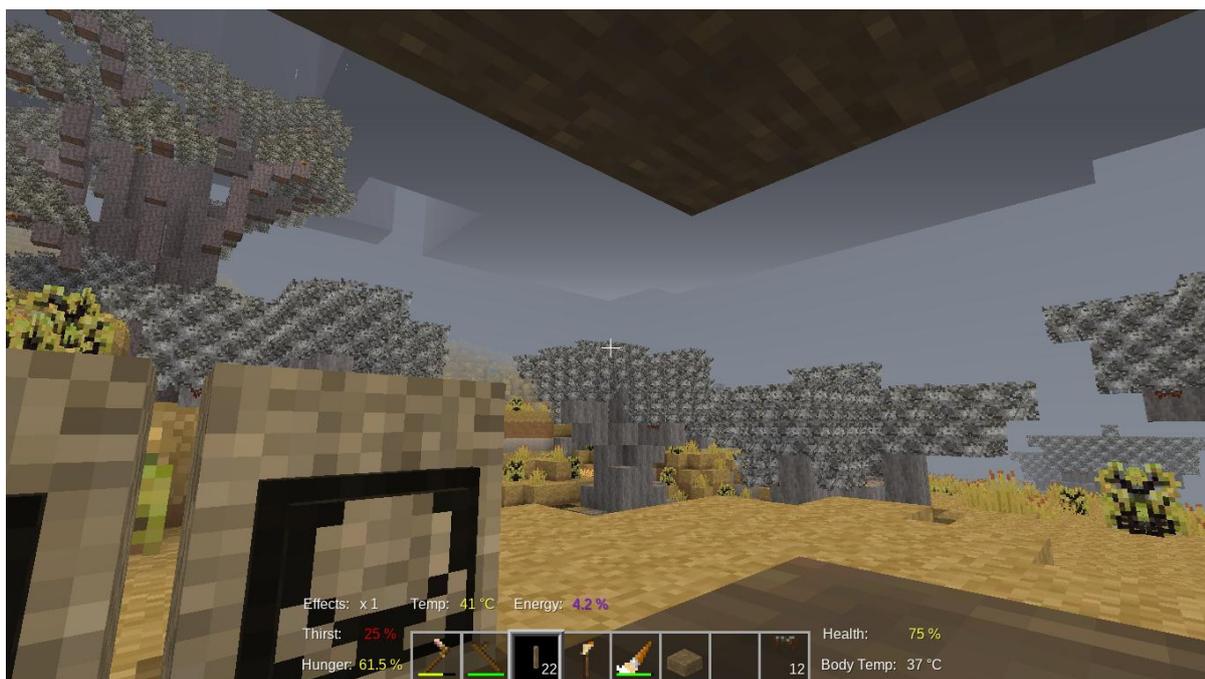
Time for a foraging expedition.

3. TRAVELLING LONG DISTANCE – A FORAGING EXPEDITION

I will be staying away from my camp for the first time. I need to take supplies so that I have no trouble surviving for however many days I'm gone.



I have food, water, tools, fire, and a bed. The thatch can be used to make a shelter. I have a second bag for what I gather. I'm well rested and fed. I'll mark my trails with paint, and follow the coast as a landmark. The weather could be better, but I'll have to make do.



Unwisely, I pushed myself too hard by walking for two days non-stop in pouring rain. I'm at my limits. I can barely move. When I sought shelter under trees I was attacked by spiders - I'm too weak to fight. My exhaustion is making me thirsty and hungry. I even picked up a fungal infection. I'm in serious danger... but I'm prepared. I put up my shelter and use my supplies. I had to use up a lot of my rations, but I survive.

4. DISASTER - OR, A LESSON IN APPROPRIATE TECHNOLOGY CHOICE

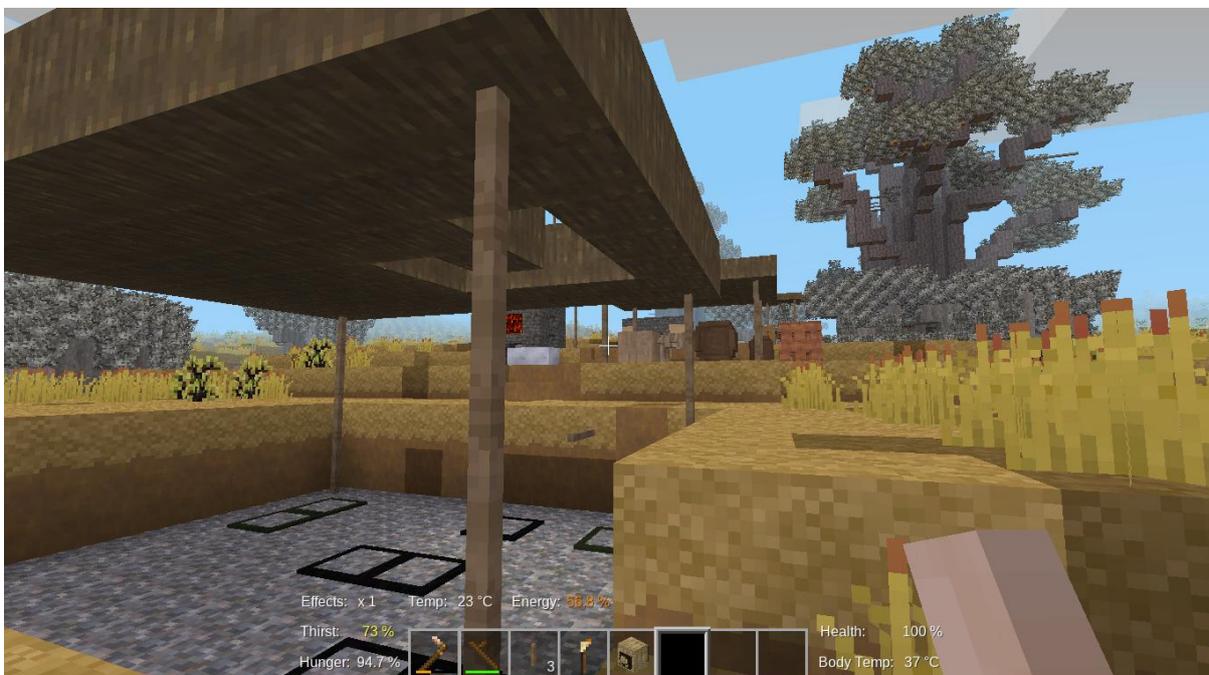
Brick firing failed. I didn't use enough firewood, it never got hot enough.



Winter is coming and my building plans are in chaos. I try firing bricks any way I can, but this isn't going to be fast enough or produce enough in time.

I chose the most sophisticated option for building my house, so it's no surprise I've had problems. I wasn't ready for that level of sophistication - just because you can doesn't mean you should. Indeed, I could've made the whole thing out of mud if I was desperate.

I build the roof while I wait for attempt two at brick making.



5. SURVIVING DISEASE

Living in the damp mud is catching up with me. I have a severe fungal infection. I've had the misfortune to get a bad case of food poisoning too.

Time to move my bed under the new roof.



I'm laid low and can't work. Luckily my stored supplies mean I can replenish my fluids as I spew my guts out. I don't have herbal medicine, but I do have hakimi - one of the plants that goes into it. This can help take the edge off, and can cure some mild infections.

7. BUILDING WITH WHAT YOU'VE GOT

I fired more bricks, but I've made a pathetically small number.

Fortunately I saved the clay from clearing the site, and used it to make rammed earth. The bricks make a nice foundation (they'll stop the walls from collapsing if I dig under them). Because I built the roof first even this half done structure has some value.



WINTER – OH CRAP THAT’S COLD

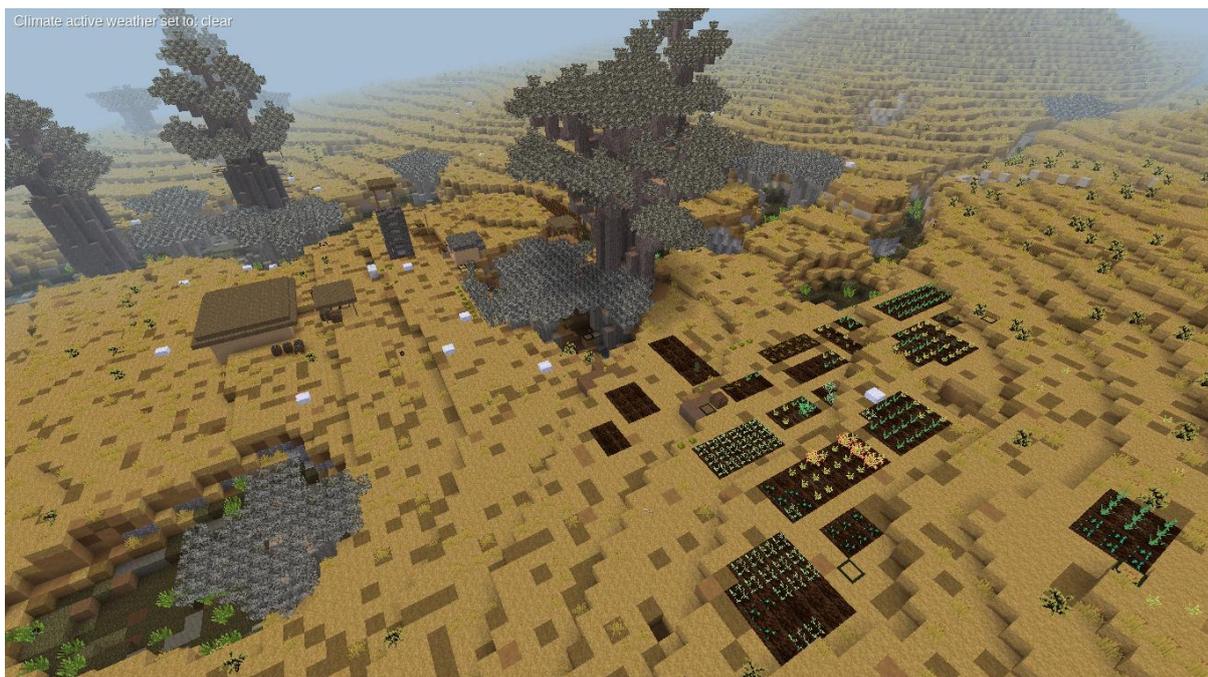
1. LAST MINUTE PRIORITIES

Cold weather is setting in.

I’ve finally produced enough iron to make an anvil, but no tools. And the house is unfinished. I can live without tools – I finish the house first.



I have a decent little farmstead prepped for the winter.



2. LAST MINUTE EXPEDITIONS (AND GETTING LOST)



This late autumn/early winter weather is erratic. Currently the weather is okay. I'm so close to having enough iron it's worth risking another short trip.

Success!

I now have a problem - I'm lost. I'd hope to circle back to camp. Didn't work.

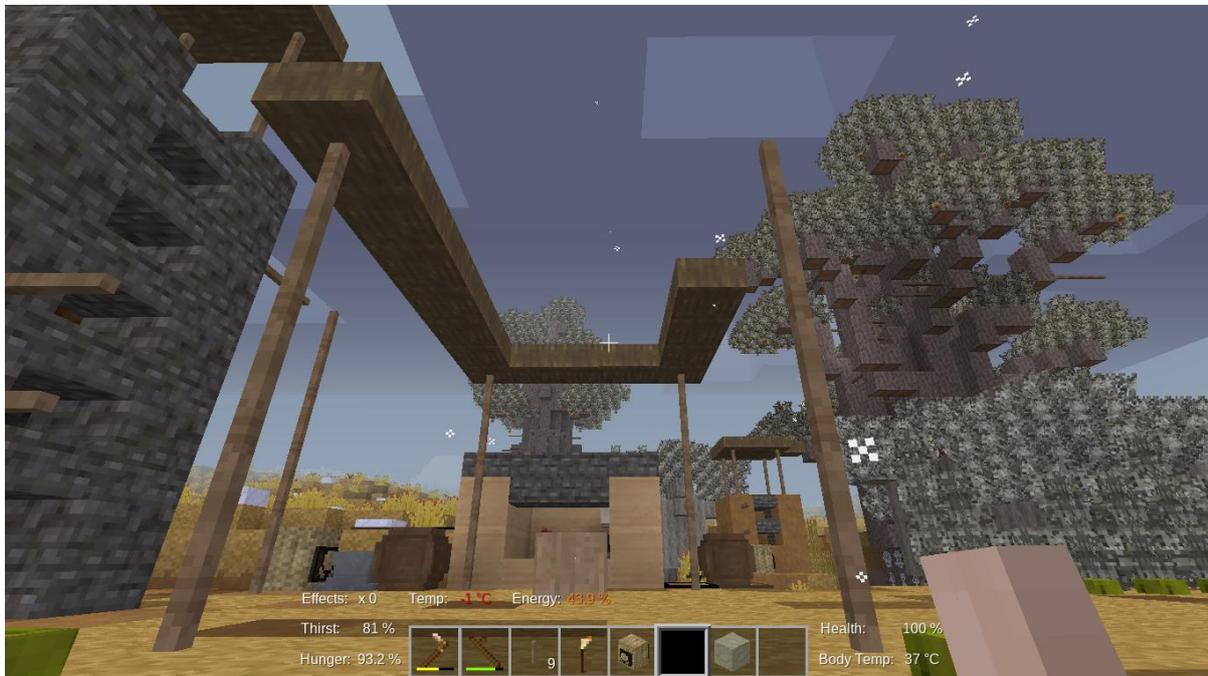
But I've been marking trails. I know I've been here before thanks to marker paint. I must be close to home. It feels frustrating, but I'll have to back track.



I change the paint to a new symbol so I can distinguish the trail I made, from the one I'm making now - otherwise I might go in circles. I follow my old paint trail, then recognize a landmark. I was never far from home. If I'd panicked things could have gone horribly wrong. The weather is turning bad. A snowstorm has set in.

3. WEATHER PROOFING

Working outside is now dangerous. I can build shelter at key places to make things safer.



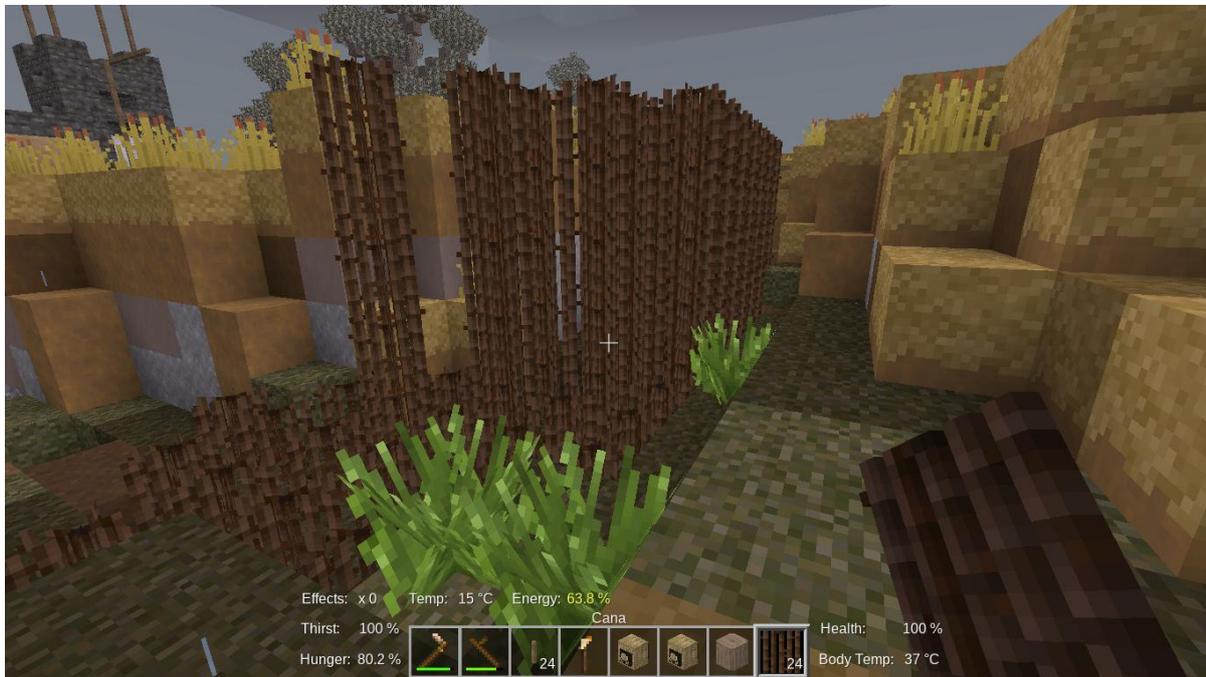
Travel is now unwise. Instead I can make improvements around camp, and prepare to for future expeditions.



On a side note: be careful with fire.

4. PREPARING FOR WHAT YOU WILL HAVE

I still don't have much iron, but I can gather things I will need when I do.



When I get enough iron I will be able to access new crafts. Most important is better weaving technology. So far I have used any old thing for fiber. In future I will need something high quality - cana. And lots of it. I might as well gather and farm it now. Cane type plants need wet soil. I can use the wet gullies to grow them.

5. DRUGS

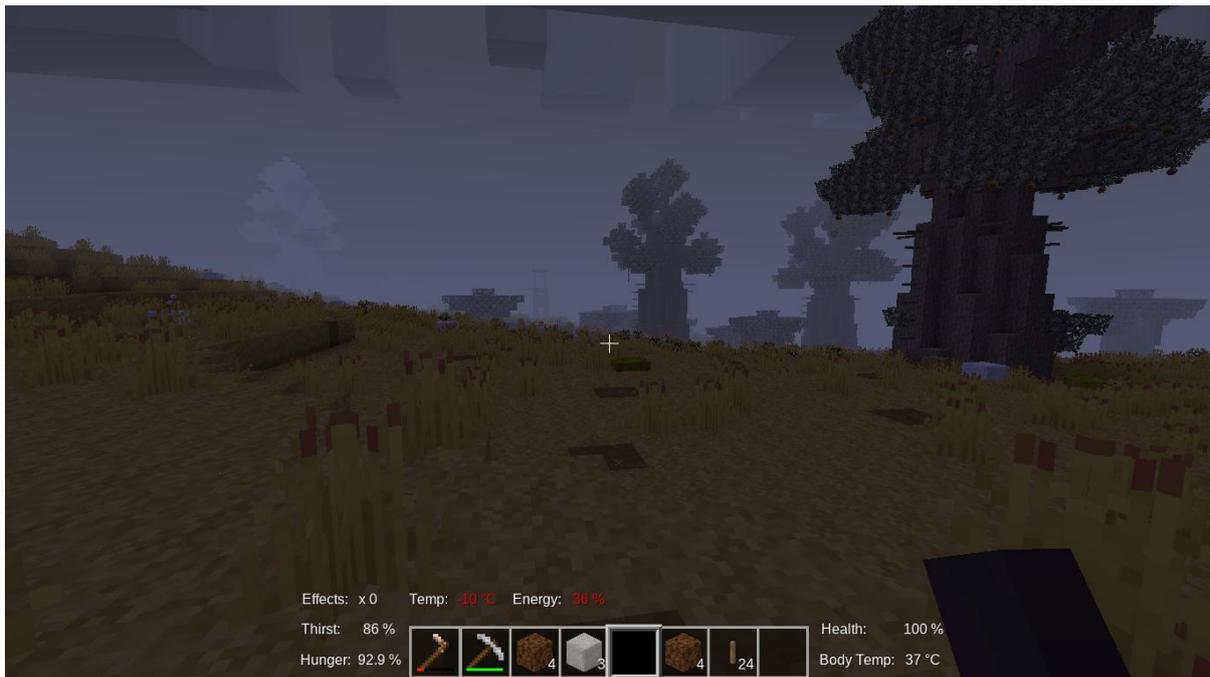
I'm fermenting some fruit into an energy drink - Tang. This mildly alcoholic drink has water, energy, and food value. It's better than carrying jugs of water - I just need to be careful not to get drunk and fall out of a tree. I also make some stimulants - Tiku. This is an unpredictable drug, but the boost it provides might get me out of a tight spot one day.



6. KEEPING CLOSE TO HOME

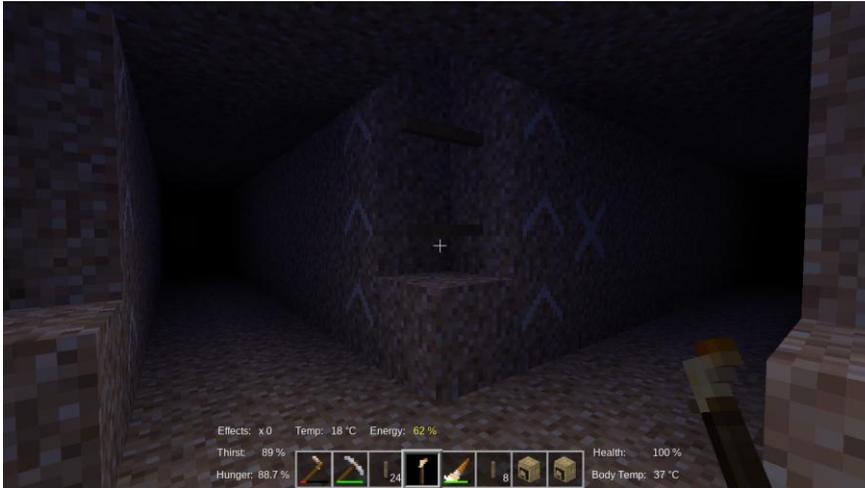
In the freezing conditions even short trips are exhausting. I'll be limiting time outside until I can make winter clothes. A lot of time is spent at home by the fire.

I spend time improving the farmstead, adding extensions to the house for workshops and storage.



I have a pick axe now, so I'm mining ore from the closest location, which happens to be an unusual place...

7. WHAT LIES IN THE DEEP?



I found iron down a strange shaft so I've already been building ladders down. I am able to get right down to the bottom. I'm in a corridor. What is this place?

That is a mystery... but I'll soon find it is a place of high risks and high rewards. To get the good stuff I want to go deep, and I want to get out alive.

(note: this part of the game is partly incomplete. It's still worth checking out though)

I need to mark my access clearly. If I lose this, I might never get out again. This place is a maze. Short trips. Well marked. Because getting lost is such an issue here, I'm going to try to go down these big shafts.



I'll need something longer. It's very tempting to start wandering down the corridors, but I resist. I return to camp. I'll come back when I'm ready.

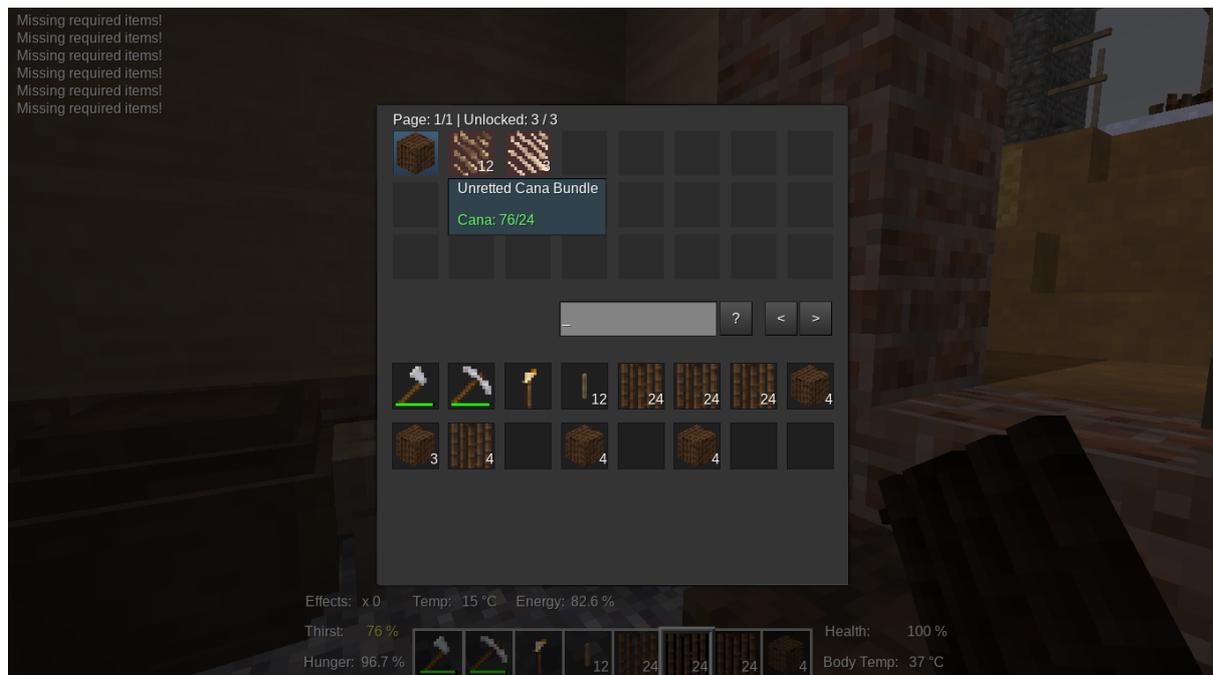
A STRATEGY PAYS OFF – IRON'S REWARDS

Thanks to my pick axe and mining I'm rapidly expanding my access to iron. I begin to reap the benefits.

I finally have smelted enough for a tools and a carpentry bench. The weather is starting to turn towards spring. Food supplies have held up. Things are looking good.

1. QUALITY WEAVING

Now I can build a spinning wheel and start to process the cana I gathered.



"Retting" is a process in manufacturing fiber from plant stems where the plant is soaked in water long enough for unwanted materials to decompose, leaving behind the tough fiber. That means these bundles need to be soaked underwater. My new workshop includes a soaking pit, so I put them in there.

Soon I make a loom. Because it is heading towards spring I will make light clothes instead of heavy. Then I aim for a bed, a bag, and a rope. These high quality woven fabrics take a lot of fiber - but I have been gathering and growing plenty.

2. A LIFE OF SECURITY AND ABUNDANCE

I have new clothes a better bed, bag and rope. New workshops are almost done. With a sophisticated place like this the next year will be much easier than the first. I will be much freer to explore, build, and experiment.



The dangers now will come not from need, but from chosen risk taking....

DOING SOMETHING STUPID – A GLORIOUS DEATH

Let's go back underground.

I'm climbing down the giant shafts. Whenever I can't directly build a stick ladder down, I use my rope to climb down a level, then use sticks to climb back up and get the rope. Repeat. The risk of falling is high, and it is slow. But if successful I will have a secure path deep into the city from which I can safely explore. Hopefully I will only need to use it once...



I'm hoping to build a transporter.



This complicated, slightly dangerous device will teleport me from surface to deep.

A pad with the needed components next to it can be linked via a key to a second pad. The power cells can be recharged by heating.

Building two of these (one in the deep, one at my farmstead) is my goal... I will never achieve it.

I've fallen.



I'm lucky to be alive. But I can't get back up that way.

This is the curse of the City. I might never make it out of this place alive.

On the upside, I've reached a decent depth. I'm more likely to find the treasures which will help me get out.

Thanks to cave mushrooms I now have glow paint. This makes it much easier to find my way. Seeing as I'm stuck anyway, I'm going to explore, hoping to find something good. I mark my trails with glow paint.



I find my first artifacts. They are not much use, but it's a hint that strange things are to be found here. I slowly accumulate more items, growing ever more greedy...

until one wrong step...

One year after being exiled, Klo plunges to his death in a mysterious temple, his bags laden with golden treasures. All he has built is left to others.

CONCLUSION

If you've made it this far, you'll see that most success comes down to decision making. Death and disaster is often the result of having done something stupid.

Indeed, that's the point of Exile - to put your skills to the test in an arena where failure doesn't matter.

Remember, this was only one way of playing the game (also remember it's in alpha!). A play through following a different strategy in a different location will look different!

I hope that helps you overcome some of the beginner's terror from the harsh yet abundant world of Exile. Enjoy.

Dokimi