Star Wars: the Old Republic Credits Guide

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Just like many other MMORPG games, one needs to carefully study the role of credits in Star Wars the Old Republic in order to intelligently maneuver through the game stages with enough credits throughout.

One of the elements in SWTOR is crafting. Crafting generally means that a player may craft something epic and equal to the dungeon loot. The player is also allowed to occasionally crit the crafted item. This means adding some few elements to it to upgrade it. This forms the basis for the credits in SWTOR since the crafts usually carry high monetary values. The crafts that have been upgraded to crits can be sold at amounts that are even ten to thirty times the original craft value. Therefore, to make earn more credits and make a lot of money, a player ought to concentrate on crits as opposed to the normal crafts.

There are a couple of things that players ought to know to enable them earn easy credits. First, one ought to know that power-leveling crafts is expensive. The creators of the game know very well that all the players will be trying to power-level the crafts so as to earn the best loot. Hence, using this aspect, players can sell the materials at reasonably high prices, especially during the early stages. The players who come up with the best and highest quality of items are the ones who will earn the largest amount of credits via selling them. Therefore, the quality of your product is proportional to the amount of money you will make.

Another way that players can use to earn credits is by gathering. This is by sending out the crew members to come with some good items that they gather and the player can then sell them to earn the credits. This is something that can be done along with crafting to allow one to earn multiple credits from two good sources. The best avenue to sell the items and make some good money is selling them to other players, who are power-leveling their crafts. This is because such players will obviously need the items for this.

To earn the most credits, a player should look forward to selling the items during the early stages of the game. This is because in the later stages, most players will have already maxed their crafts and will therefore not need the items that much. This greatly reduces the demand for the items in the market and their prices will obviously reduce. This is the point in the game when one should change the profession into something that deals with weapon making. Such a profession will enable you to sell the materials out to other players and earn a lot of credits. More details and information about making credits could be found at http://www.koalacredits.com/star-wars-the-old-republic/swtor-guide/swtor-credits-guide . This Star Wars the Old Republic Credits Guide explains how to use the needs of other players to your advantage. That is the main secret to earning credits.

Article Source:
http://www.articleside.com/games-articles/star-wars-the-old-republic-credits-guide.htm - Article Side

Paulette J. Wood - About Author:
The writer is a big fan of Star Wars and has a specific interest in the game's currency, credits. He has thus kept a close watch on how the currency develops and contributed to the preparation of a a SWTOR Credits Guide.

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