# Tekkit 2 introduction

Tekkit 2 (from now referred to as T2) is a relatively casual kitchen sink modpack on 1.12.2, similar to both *Tekkit Classic* and *Tekkit Legends* (from now referred to as TL), with Industrialcraft Classic, ProjectE, Buildcraft, Logistics Pipes, and ProjectRed as mods central to progression, making it quite similar to TL. However, it has several differences from TL, including multiple new mods such as Galacticraft and several nerfed features including several nerfs to ProjectE in order to allow for a more complex gameplay experience. Some of the special rules concerning ProjectE from our TL server also apply here, so gifting of items is forbidden and items should not be sold under the minimum price, however, teaming is not forbidden so long as the whole team lives in the same base. Tekkit 2 is available to play on the Technic launcher as an official modpack.

Getting Started

T2 is a kitchen sink pack, so unlike other packs we host such as *Nomifactory*, there is no quest book, and method of progression is largely up to the player. However, one of the easiest ways to get started is to get straight into ProjectE and craft a transmutation table alongside building an EMC farm, allowing for the production of a large variety of items. ProjectE has been nerfed, so a lot more automated crafting is required than on TL as a lot less items have EMC values.
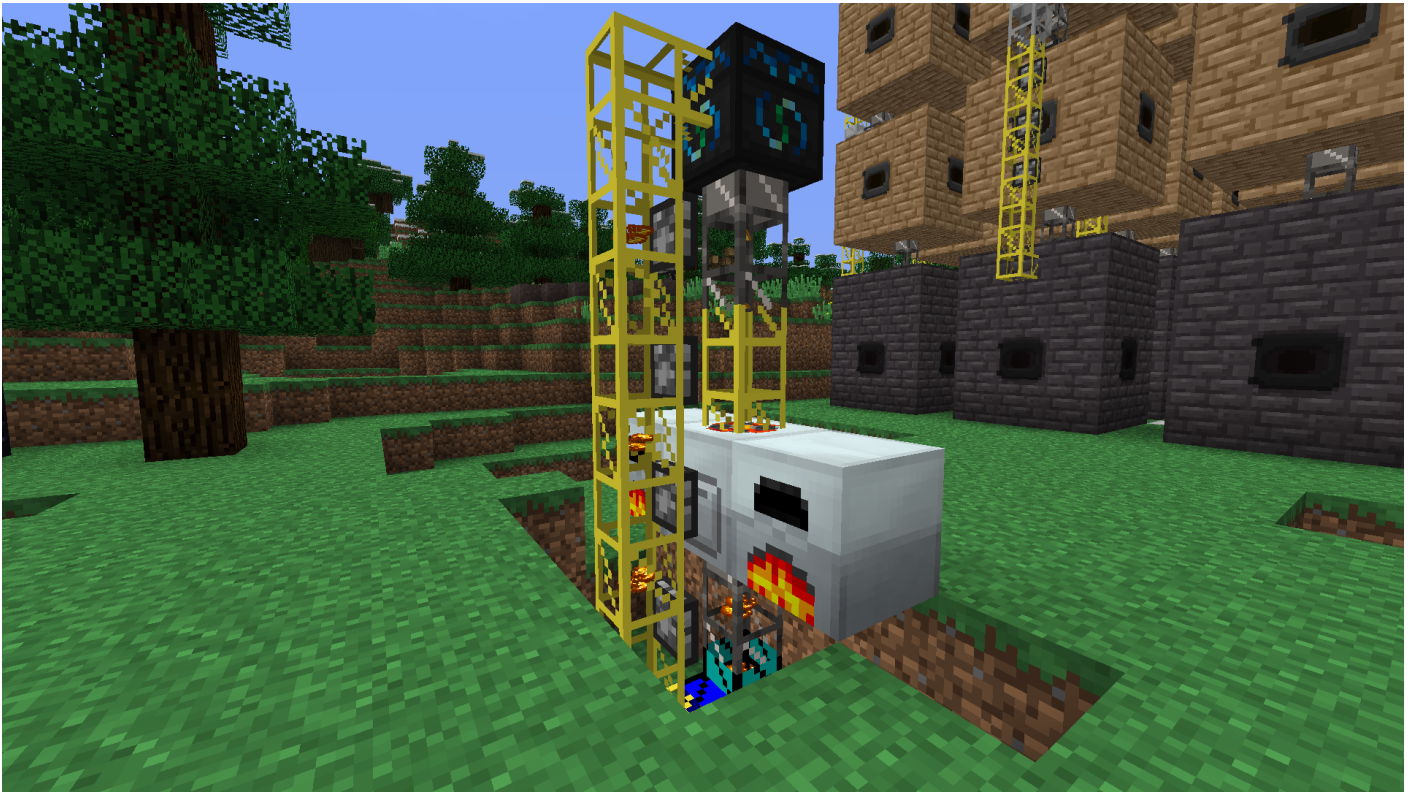
For autocrafting, either ProjectRed pipes or Logistics Pipes are extremely useful, however, it is very much personal preference which to use. Building an autocrafting setup to automate production of items from Industrialcraft is essential, and connecting the autocrafting setup to an EMC farm so that the setup crafts the items from other items which have EMC values allows for an unlimited source of those items even though they don't have EMC values.

Later in Game

Later in game, players have the option to explore many mods including ComputerCraft, Galacticraft and Forestry alongside Binne's addons for Forestry.

ComputerCraft allows players to build automated systems using the Lua programming language. A manual for Lua 5.4 outlining basic syntax and modules can be found here, however, ComputerCraft also adds it's own modules allowing players to interact with the world.
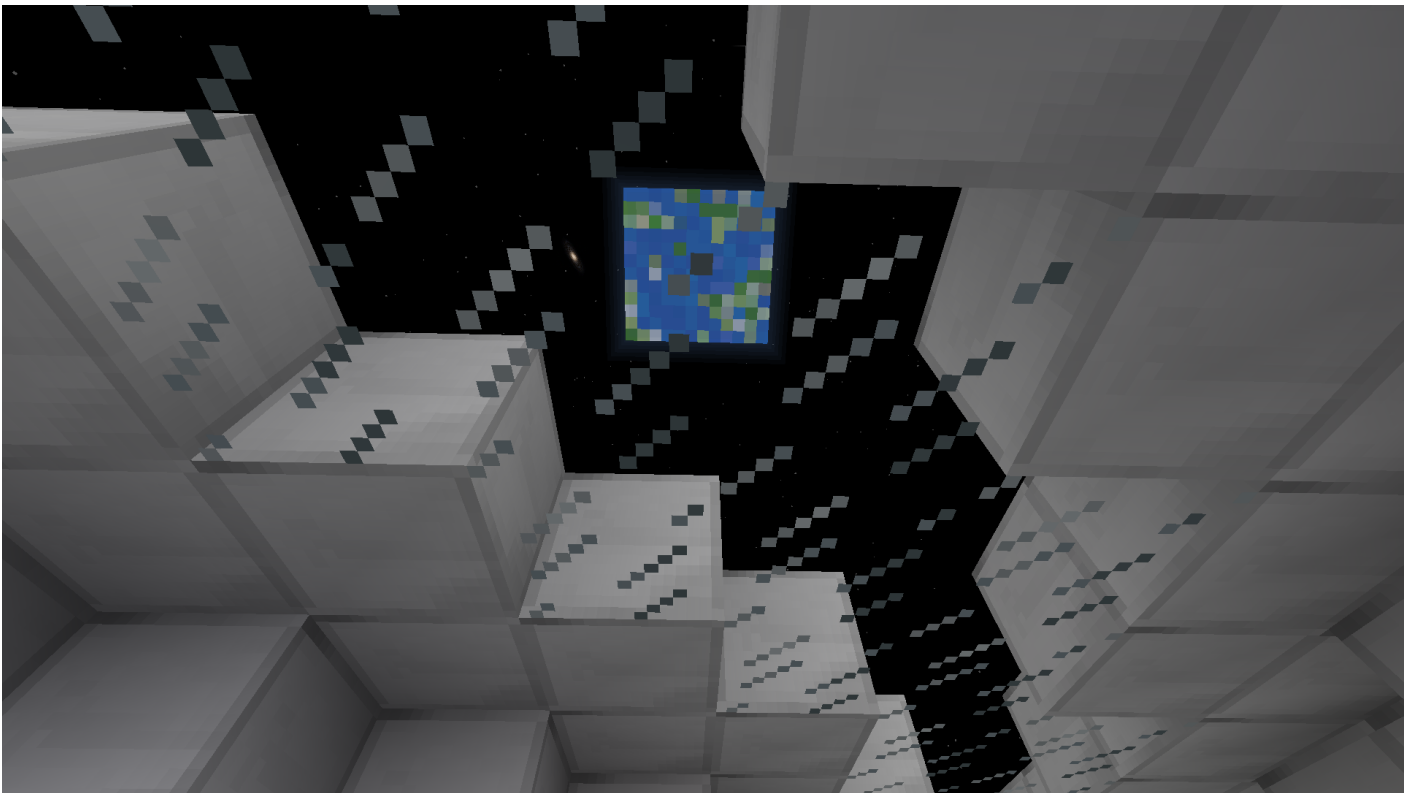
Galacticraft adds several space-themed dimensions (Moon, Mars, Venus, Asteroids and Space Station) which may be accessed by building and launching a rocket. There are three tiers of rockets, each suitable for different destination planets,
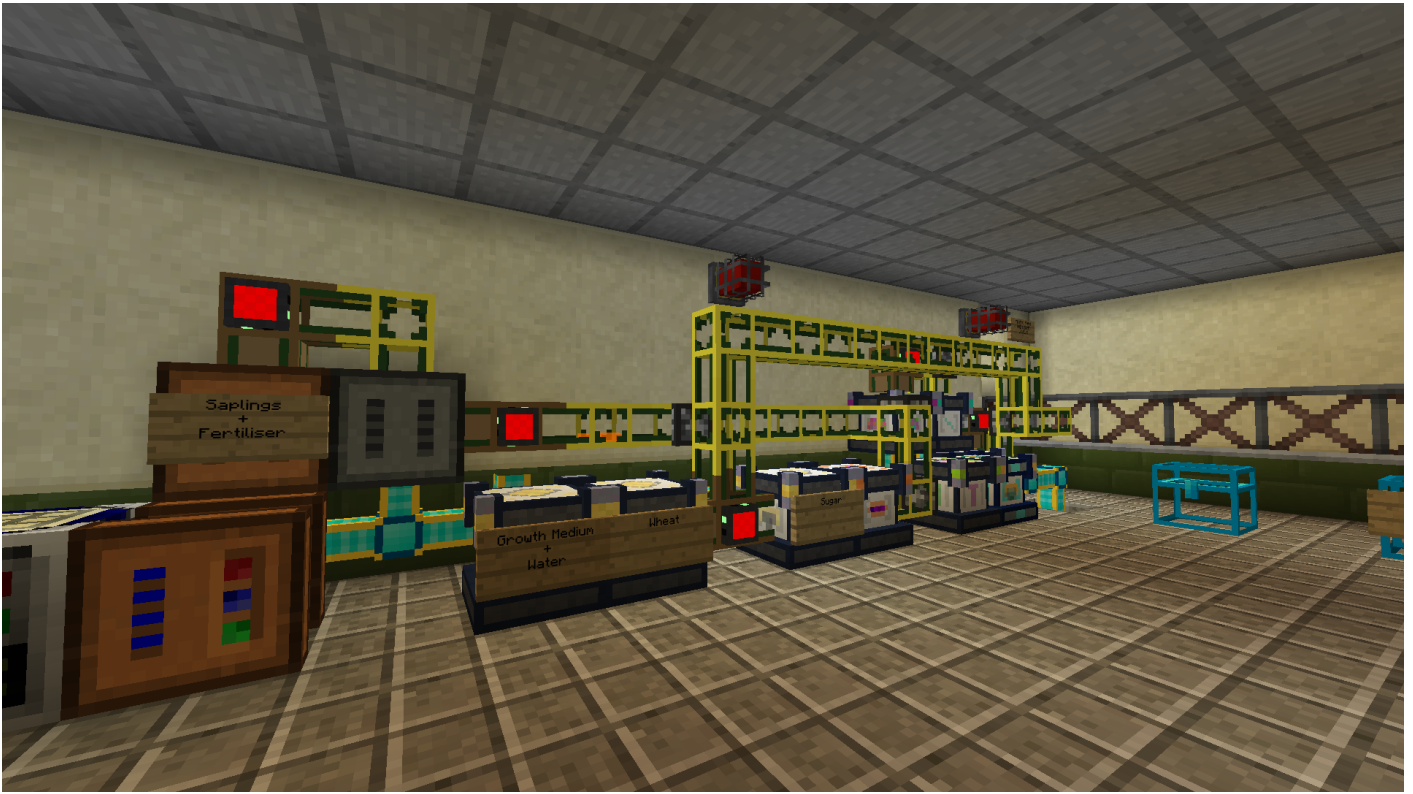
Forestry is centred around 3 key types of organisms - bees, trees and butterflies. Each naturally occurring species of these organisms has a set of genes, and breeding different species of the same organism together allows for the production of new species with new characteristics. Binnie's addons for Forestry also add flowers as a fourth organism, alongside new species, tools for genetic modification and several alcoholic or non-alcoholic beverages.

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