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Escape from Tarkov is a tactical first-person shooter developed by Endgame Studio, a subsidiary of Battlestate Games. The game is set in a fictional world where players take on the role of mercenaries in a post-apocalyptic environment. The game is known for its high level of realism and its emphasis on player choice and customization. The game is currently in beta development, and features will be added and removed as the game evolves. The game is available on PC, PlayStation 4, and Xbox One. The game is a tactical first-person shooter developed by Endgame Studio, a subsidiary of Battlestate Games. The game is set in a fictional world where players take on the role of mercenaries in a post-apocalyptic environment. The game is known for its high level of realism and its emphasis on player choice and customization. The game is currently in beta development, and features will be added and removed as the game evolves. The game is available on PC, PlayStation 4, and Xbox One.

This page covers the basics of struggle and survival in Escape from Tarkov. Beta Disclaimer (edit source editing) Escape from Tarkov is currently in beta development. Features will be added and removed, so the current state of the game is not representative of the final product. Battlestate Games, the developer of Escape from Tarkov, periodically erases all progress along with large patches. Basic patches are usually 4-6 months apart, but can happen earlier. All items, weapons, equipment and skills are removed when the napkins are hit. This feature can be changed when the game is fully released. Many systems in the game are not finished yet and are in a placeholder state. Mechanics may break or fail to function as intended. Getting started (edited by editing source) Escape from Tarkov can be purchased on the official website as a pre-order. Pre-orders can be downloaded and played immediately after purchase. The customer can be downloaded from the profile page by clicking on the large Set button. Once the game has finished downloading and you have launched it for the first time you will be asked a few questions ranging from what language and name you want to use. You can change your name once every 14 days, so don't feel too locked in it! Next is your first important choice, which faction to use? You have BEAR and USEC options. There are currently two main differences. First, BEAR speaks only using Russian voice lines, while USEC speaks English. It can be important to communicate with (or tease) other players in the game. The second difference is your choice of cosmetic tactical clothing. There are a few other minor differences, such as the dialogue is different from the characters and slightly different from the starting gear. The basics of editing the source Escape from Tarkov seeks to emulate the modern combat experience in the spirit of ARMA. It boasts an accurate ballistic model, an in-depth healthcare system and an outstanding weapon modification system with multiple parallels in modern games. Escape from Tarkov's full body awareness and motion systems similarly coincide with ARMA, with features such as leaning, adjustable posture and speed of movement, and much slower combat pace tied to shoot and scout thinking. The weapon modification system is the main cornerstone of the Escape from Tarkov, and allows for almost complete customization of every firearm you are likely to come across. This depth of weapon setting allows the user to change everything from the barrel of the gun to the shoulder pad, increasing your ability to choose a weapon. The economy in the game is also unique, and relies heavily on looting and cleaning up the surrounding area. You have to successfully extract from the raid to save the gear you found. It requires a keen eye and quick wit to know get out, or when to risk gambling that you have for this extra bit of loot. Situational awareness is the key to success in all aspects of escaping from Tarkov. Whether it's Spotting a wayward little rare prey, or realizing that a distant bush is actually a player in disguise. As there are no HUD indicators of friends or enemies, keeping a constant awareness of your surroundings is a must. While your vision is a vital factor in defining goals, sound will be both your greatest enemy and ally. Especially given the brutal nature of the fighting. Controls (edited editing source) Basic Advanced W - Moving Forward S - Moving Back A - Move Left D - Move Right Spacebar - Jump X - Prone Click Again, to return to the previous position C - Crouch Left Shift - Sprint Left Alt - Hold Your Breath - Fast Lean Left E - Fast Lean Right V - Take Out Melee Weapon 2x V - Fast Melee Attack 1 - Take Out Secondary Weapon 2 - Dislocation of The Main Weapon 1 3 - Dislocated 2 4/5/6/7/8/9 - Use a fast slot slot 1/2/3/4/5/6 Mousewheel up - Increase in Mousewheel down speed - Reducing The Speed of Caps Lock - Walk / Changing Speed to a Minimum. Click again to return to the previous speed Left mouse button - Fire Weapon Right Mouse button - Target Weapon Medium Mouse button - Free View, Explore (interface), Check log (interface) - Fold Weapons (интерфейс) R - Нормальная перезагрузка 2x R - Toss журнал на местах для быстрого перезагрузки H - Переключатель Underbarrel гранатомет B - Изменение оружия Режим Tab - Открыть / Закрыть инвентаризации T - Переключатель Тактическое приложение N - Переключатель NVG / Face Shield G - Бросьте Grenade F - Взаимодействие Page Up - Увеличение прицела нулевой страницы вниз - Уменьшение зрения нулевой L - Изучить оружие O - Проверить рейд Время 2x O - Проверьте рейд извлечения 2x Y - Коммуникация Меню (Правая кнопка мыши на жест / голосовая линия, чтобы открыть Hotkeys, Левая кнопка мыши, чтобы назначить один) F1 - Mumble, Hotkey для жестов / Голосовые линии F2/F3/F4/F5/F6/F7/F8/F9/F10/F11/F12 - Hotkeys для жестов / Голосовых линий Побег - Открытое игровое меню/ Закрыть последнее открытое окно инвентаризации Печатная экран - Возьмите Скриншот (С: (Пользователи YOUR\_NAME-Документы)Побег из Tarkov/Screenshots) Нажмите Удалить в то время как курсор находится на пункте - Отбросьте пункт Нажмите R во время перетаскивания пункта - Поверните элемент Hold R Mousewheel вверх / Mousewheel вниз - Селективная перезагрузка конкретного журнала Hold C - Mousewheel вверх / Mousewheel Down - Switch between 7 Positions from Standing to Crouching and Vice Versa Left Shift - T - Check Camera Left Alt - Right Mouse Button - Switch Between View Modes Reticle / Increase Left Alt - Slow Lean Left. Click normal lean reset left Alt push normal lean to reset the left alt - Side step left Alt - E - Side step to right left Alt - W - Above The Ice Blind Fire Left Alt - Around the Right Corner Blind Fire Left Alt - L - Fold / Unfold Left Alt - B - Check The Weapon Fire Mode Indicator Left Alt - Check the log and evaluate the remaining ammunition Left Ctrl - T - Switch between tactical fastening modes Left button ctrl - Switch between sights / Sights Push Left Alt - Left Mouse button on Gear Point - Equipment Gear Item In the right slot Gear Push Left Ctrl - Left mouse button on the item - Moving Item in Breast Rig / Pockets / Backpack depending on the category Element of Motion (edit the source of editing) The movement in the escape from Tarkov is more than just a sprint or walking. It is handled differently than most other first-person shooters, with the model of motion trying to mimic the actual performance of a soldier burdened with gear and weapons. This allows you to move at different speeds, from the snail's tempo, which generates the least amount of sonic noise, to a sprint that can jeopardize your position. How you move through the level is just as important as your ability to gun down the target in one shot. When you move around the terrain of the map, stepping on the broken glass and tiles, stepping on a pile of metal debris, or walking through the bush, all generates another beep that your opponent can use to narrow down their position. Slow, steady and thoughtful movement should be your mainstay. Whether it's something as simple as moving down an abandoned street, or as challenging as moving in a shootout on the flank of an unsuspecting opponent. How you move, how you postured, and when you move all the vital aspects of consideration. Keep in mind, headsets amplify your steps into a clear, crisp, HD surround sound. They are a powerful tool against even the power of slow walking, and can render even hidden players flatfooted when an errant pitch is heard through them. The speed of movement can be broken down into three types: sprinting, walking and slow walking. Walking does not require any changes or key press, this is by default your main speed of movement. It is limited to only the various parts of the body armor you are wearing. The sprint can be performed by pressing the left shift and draining the endurance bar. Knowing how far you can travel with one endurance bar worth a sprint can be the difference between being lost or won. Sprint also generates the most noise compared to other modes of movement. Slow walking can be done by pushing The Caps Lock or manually reducing the walking speed to the lowest, just scrolling Mousewheel Down To return to higher speed, if you used a mouse wheel, you should use Mousewheel Up to maximize the movement of the bar at the bottom left of the user interface. Slow walking is bread and butter survival in Tarkov. It generates the least amount of noise, prevents noise while driving through the foliage, and negates the effects of walking on various materials such as glass or metal. The ability to move with this method cannot be overstated and should never be underestimated. In addition to the standard types of movement, there are two additional methods of movement. The sliding, and the slip. Bypassing can be done by pushing the Left Alt and/E does exactly what it sounds like. There are two types of bypass by pressing the keys and releasing them immediately will move you one step stop or on the right, and then immediately return to its former position. Holding the keys will result in your storage position until released. Slide problem mechanics at best, and at worst it can get you into an unstable situation. The slide can be triggered by holding the left shift and pressing the C after you pick up enough speed. This mechanic can also be initiated by releasing Left Shift however, this method appears to be unintentional slide mechanic behavior and error. Slipping, intentionally or otherwise, locks you in a forward motion and generates a unique buzz compared to other methods. Positions edit source Is just as important as moving in escaping from Tarkov as you stand can make a world of difference in your overall ability to survive. Knowing when a duck is just as important as knowing when to move. The ability to change your position, combined with the motion options that the game provides, allows a huge amount of flexibility in terms of tactical agility and how you can attract the enemy. You have three standard positions to choose from: Standing, Crouching, and Prone, each with a different app, and maximum speed. Standing allows you to move faster, but also makes you more visible on the range and makes you generate more noise. Crouching balances low profile and reasonable speed and is great for using most coverage, while generating the least amount of sound. Prone makes you almost stationary, but gives you excellent precision and a significantly reduced silhouette. Being inclined, you can't reduce the amount of noise you make by moving slowly as more surface area is in contact with your body. Thus, in most situations, being crouched is far superior to laying prone. Moving from a prone position also always produces noise in the process, regardless of your speed of movement setting or hidden motion skill. However, while three standard positions are available, you can switch between many different poses. When you press the following keys: C and Mousewheel Up/Mousewheel Down (default) Doing such allows you to peek at the lid that otherwise would be impossible to see or fire more. Aside from the positions you have access to, there is also a way to take into account. Leaning and peering should become second nature, around every corner, every edge, every bit of coverage. Exposing only a portion of yourself is far less dangerous than moving completely out of hiding. The benefits of this cannot be overstated. The basic tilt method is done with q and E keys. The secondary method is to hold the Left Alt and D This secondary method is variable lean, and should not be delayed when releasing the keys. To reset your position, click on either E Important side note is that performing Left Alt and/E while inclined allows you to turn your entire body and arms aside, significantly reducing your your your It is very rarely used by mechanics and allows for a wide range of additional tactics, especially since anyone who tries to return fire is given an even smaller target to shoot back. Weapons and Equipment (edit source editing) Weapons in Escape from Tarkov are your bread and butter and can have a guide written about it three times more than this one. Whether it's a simple side weapon or a lead-throwing M4 with extended logs. Choosing what you go to raid with is entirely yours, except when one goes as a scavenger. Firearm performance will vary depending on what changes you use and how you use them. Where, as in most games, the overall stats of weapons is much less important than in other games. Learning the handling and kink of individual weapons, whether heavily modified or a stock option, is vital to your overall success in dealing with other players and AI opposition. The depth of weapons systems cannot be overstated or ignored. There are many vital considerations when choosing weapon modifications such as your estimated range you would expect your participation to take place in what your goal will be, and if that target is armored or not, as well as how your style of play factors are in such considerations. Choosing the optics of your weapons is very much a personal preference, but the timing of ADS (Aim Down Attachions), and the distance you expect to have to deal with from are important. Unlike most other games, the shooting point (shooting, not pointing down the sights of your weapon) is just like, if not more effective than ADS in most situations. Learning to effectively point shoot is crucial to survival commitments and can often make the difference between winning and losing in battle. What ammunition you use is not as cut and dry as the best statistics that this type of ammunition has. Availability if these ammunition is sold out to traders or not, or if you have unlocked all these further considerations. If you think you're not going to go against a fully oriented squadron of five people, then you can settle on something that doesn't matter as high armor piercing value, and instead does more general damage to the flesh. The type and number of logs you take in the raid has a similar concern as resetting ammunition into empty logs is a dangerous proposition, and a near impossible feat to pull off while engaging in a shootout. It should also be noted that you are not limited to using just one type of ammunition per magazine. What type of weapon you choose, just like optics, and ammunition, is a further personal preference. However, it is highly recommended that you never go into an unarmed raid, as this will make you mostly harmless, making you an object for criticism and contempt. When collecting weapons in the It is always wise to do a quick log check using Left Alt I to make sure the weapon has ammunition. After that, checking the camera weapons using the left shift and T will ensure that you you found in the cell. Ammunition is perhaps much more important than changes to weapons as ammo choices determine the bullet's ability to kill an enemy while weapon modifications can only help in landing shots. Typically, if you want to shoot a central mass player, you'd better use ammo with the highest penetration statistics possible, given budget constraints. You may be able to fore the meta of other players using high flesh-damaging rounds and aimed at non-armored areas of the player' usually legs, however this approach requires several consecutive hits to drain the entire player's health pool rather than eliminating just the head or chest. Equipment in Escape From Tarkov covers the breadth of items, from body armor to backpacks. Knowing what to take with you on a raid is crucial to ensuring your financial success and overall survival. Things like headsets, backpacks, vests and body armor are everywhere. What class armor you wear matters significantly as class II protection won't do you any good against the rifle round. Just like the Class VI protection will stop all but the large caliber armor piercing ammunition. One important consideration is to protect the head. The head hitbox in Escape from Tarkov is divided into 5 segments: Top, Nape, Ears, Eyes and Jaws. Different helmets will cover different segments. To choose equipment, you are faced with three factors: availability, price and quality. Expensive cargo like this: SSO Attack 2 raid backpack - 6B43 Zabralo-S 6A Armor - Velocity Systems Multi-Purpose Patrol Vest can keep a lot of magazines, medications, loot and protect you from a wide variety of threats, but will be hard to find if you don't have a lot of money and a high level of loyalty to the trader. On the other hand, a cheap load like the Scav Vest and MBSS backpack is not going to protect you and won't allow you to take a lot of loot on the way back, but the path is cheaper and available early on in the game. Also, bringing high-end weapons along with low-end gear is a risk, of course. You can lose the fight easily and thus lose the gun. You can find this type of gear on Scavs, so feel free to rob the ones you kill for easy and free loot. Scavs are sometimes found with a Scav backpack or perhaps even a Pilgrim backpack that is even bigger, along with many other pieces of equipment. You can check out the following pages to find out more about the various options Tarkov has to offer: Arms Headgear Earpieces Breast Drill Vests Backpacks Insurance edit edit source Insurance allows you to get any items that have not been recovered from the raid, after the delay. With the exception of raids on the lab, make sure to always insure the equipment you go out with the help of the insurance screen, just before entering the lobby. You can press the button all to make sure you choose all your things. To confirm this, click the Insured button just just Ready. You can insure with Prapor or Therapist: Prapor is cheaper, but returns your insured items in 24-36 hours. The therapist is about 1.5 times more expensive, returns your items in 12-24 hours. You also have 7 days to collect insured items instead of the 2 that Prapor offers. Use the insurance system, even at a low level. There's always a chance that your killer won't rob you, or leave their items behind as they find the best gear. And if scabbs kill you, there's a good chance you'll get it all back. Your insurer will contact you a few hours/days later to let you know that you have returned. Then you can claim it from the messenger tab. If you do not apply for it within 72 hours (Prapor) or 144 hours (Therapist), insured items will be lost. There are no penalties for insurance fraud. If you have identical insured equipment that you find, you can exchange for uninsured goods. If you remove with a new item, you will need to make sure to re-insure it. If the item you have changed is not looted, you can get it back through insurance, usually for additional profit. There is also an upgrade to Hideout, which reduces the return time by 15%. It is provided by upgrading the Reconnaissance Center module to Level 2. Health, Healing and Hitpoints (edited source editing) The main article: The Health System Medical System and The Health System in Escape from Tarkov are very deep, but easy to understand at first sight once you know what you are looking at. One big difference between Tarkov and other games is that using drugs takes time, making you vulnerable and open. Also, create level from jostling and necessary medications to use them. The health care system as a whole is broken down into hit points, each part of the body has its own HP value and the potential status implications that can be applied to it. Some are positive, while others are undoubtedly negative. Your average PMC or Scav has a total of 440 health points set in 7 parts of the body: head, thorax, stomach, and both legs and arms. There are three colors indicating the condition of each part of the body: gray, red and black. Gray means that the body part is fine or only slightly damaged. Red means that the limb is critically low on HP and risks being reduced to 0 HP. Black means, to put it simply, are destroyed. Or, as it is also called, Black. When the bodypart has reached 0 HP, it cannot be healed by conventional means and requires the use of a specialized surgical kit to restore it. Any further damage to parts of the body that have been blacked out extends to other parts at a reduced, equal or higher depending on what part of it. Simply put, damage to the part with 0 HP still damages the rest of the body. In addition to these three states, there are different types of status effects that you will encounter. Destroyed/black body parts can be catastrophic for your survival in both the short and long term either through successful mining or otherwise, your health and condition effects will be transferred. During the post-raid resume, you will be given the opportunity to pay rubles to regain your health and eliminate the various consequences affecting your PMC. This is not recommended as you both lose the XP derived from healing and it is incredibly overpriced. The use of found/acquired drugs is much more cost-effective in both the short and long term. And as your body parts recover to at least 1 HP, this means that you are not required to use a surgical kit to restore the part back to full health. The free alternative, however, is simply to wait for the passive regeneration provided by your shelter to restore you to full health. This, however, can take up to an hour without updating, and as such, is poorly recommended. (Edit and edit source) Each card has multiple checkpoints where you can leave the raid after a certain amount of time. To see available extracts, double-click O. Mining will be different for each raid depending on the point of the spawn, and if you play as PMC (USEC/BEAR) or as Scav. Some exits are always available, while others are only available occasionally (indicated on question marks). You can check whether certain exits are available from afar, looking for active lamps/spotlights or green smoke. Some mining may also require a certain amount of rubles per person. Others may even require special items to use, such as paracord or keys. Maps such as The Lab, The Reserve, Exchange, and Customs require special actions to use some mining points. Sometimes the name of the extract is displayed in green or red. Red means that one or more players have already left the card through this extract. Green means you are close to the extract, but not close enough to extract yourself. When you are inside the checkout zone, the timer will appear in the top right corner and you will leave the card as soon as it reaches zero. The recovery time can be from a few seconds to a few minutes. The quests edit the source there are many quests in Escape from Tarkov. Some require you to pick up things for some traders, while others require you to kill other operators or tag vehicles or specific locations. The quests are the fastest way to get EXP's Escape from Tarkov. Completing one will often reward you with thousands, if not tens of thousands of EXP points. To experience, quests reward you: Trader Reputation. By gaining a reputation as a trader, you are discovering new levels of loyalty to the trader. Every time you unlock a new level of loyalty you will be able to purchase a large number of new items from this trader. The quest of the blocked items. Some items can only be purchased in once you have completed your respective searches. For example, once the Punisher - Part 4 is completed, you can purchase 5.45x39 mm BT at Prapor Loyalty Level 3. A variety of money and items. Some items can only be obtained as a reward quest, such as the secure Epsilon container from The Punisher - Part 6. The size of the stash, organization and containers edit the source in Escape from Tarkov, the starting size of your Stash depends entirely on what edition of the game you buy. The main edition of the game gives 10x28 Stash cells, while the Edge of Darkness edition allows you to store items in 10x68 Stash cells. Here are the different sizes of the cache available at the moment: 10x28 on the standard edition of 10x38 on Left Behind Edition 10x48 on The Ready to Escape Edition 10x68 on the Edge of Darkness Limited edition with 0.12 upgrades and the addition of Hideout. It was made possible to increase the size of the player's cache by upgrading the cache module in cover from level 1 to 4. It is recommended to keep all items of the same category - weapons, helmets, bags, healing items - close to each other to minimize the time spent on the menu and maximize the action. Ctrl+Left Click automatically transfers the item between PMC and your stash. Middle Mouse Button is the default label for quickly studying unknown items, studying logs, or dumping weapons. At some point in the patch, you will feel the limited size of your stash, even in the more expensive editions of the game. That's where the containers come in. For example, a items case is an element of 16 cells (4x4), but can offer 64 storage cells (8x8). These containers are fairly high-level items, and apart from the items of the case, there is a category of specific containers as well. The Ammo case allows you to store only ammunition, while the Meds case will hold only Meds and healing kits. More containers make their appearance in the game, all with different uses, such as Lucky Scav Junkbox and the case of the T H I C C weapon. escape from tarkov beginner guide 2019. escape from tarkov money making guide 2019. escape from tarkov fps guide 2019. escape from tarkov key guide 2019. escape from tarkov performance guide 2019

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