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## Black desert conversation guide

A guide to the minigame Black Desert Online Conversation and obtaining Amity. Every NPC in the Black Desert has something called Amity, a measure of how they like it. You win Amity mainly by engaging in a conversation with them, which costs you energy. Also, you can gain friend friend by stirring them through F1, but that's not very energy efficient. Getting a higher friend with NPC rewards you. The NPC will share knowledge, have additional conversations, give you new missions and even offer you special items through your store. To check what Amity for each NPC gives you, interact with them and look at the Amity wheel at the bottom left. Be careful that for the items you can buy when you have reached a certain friend, you will lose this friend when you buy the item. Knowledge participating in a conversion with an NPC requires knowledge, which is gained through interacting with other NPC, killing mafias, etc. Each NPC has a specific knowledge field that interests them and will only talk to you if it meets the minimum amount of knowledge needed for a conversation (usually 5, depends on your zodic sign). You can see the knowledge that interests them when you interact with them. The NPC then, for example, is interested in knowledge about Serendia Adventure Journal II. If you don't have enough knowledge topics, the conversation button will be gray. The energy involved in a conversion costs energy. It's usually 2 energy per conversation at first, but that cost increases as Amity gains more with the NPC. The conversation button will tell you the energy needed for a conversation and the total amount of energy you have. In the example below it takes 2 energy per conversation and I have a total of 63 energy available. You gain 1 energy every 3 minutes and you can increase the maximum through the search. The Conversation Mini game to win Amity can be very confusing both through confusing design and poor location. The level of interest/awakening interest is calculated by comparing the level of interest of the PNB with which you are talking (in this case Siuta) versus the level of interest of knowledge you have selected in the knowledge circle of interest (in this example Lara). This is a simple calculated % dividing the level of interest of knowledge on the level of interest of the NPC Lara the knowledge you have selected, has a level of interest of 19. Place the PNB with which you are talking, has a level of interest of 31.  $19/31 = 0.61$  or 61%. If the level of interest in knowledge is higher than the level of interest of the NPC you are talking to, the interest from sparking will always be 100%. Sparking Interest determines whether or not the Knowledge you have selected will have an effect on the PNB. If you get a blue smiley face, it means you should Success. If you get a grey face, it means you've failed. %Sparking Interest determines which face you get. Also Also that awakening the interest of a knowledge can lead to the following Knowledge. For example, if we collect knowledge with a 100% sparking interest in the face of knowledge with a 30% sparkling interest in the sign of the zodiac, that 30% knowledge will be more likely to succeed than if 30% of knowledge is placed in front of 100% knowledge. One last thing to keep in mind is that the level of interest of the PNB can change between conversations. This is usually a small range, such as having a level of interest of 31 a conversation and the 34 level of interest next conservation. It is a very small RNG factor. The level of interest in knowledge remains the same. Favor/Interest The term Interest here is confusing because it has nothing to do with the levels of interest and sparking interest mentioned above. Rather it is the difference between two favors. The interest is calculated by (Favor of Knowledge – Favor of the PNB). So if you look at the example Place/Lara again Lara the Knowledge you have selected has 45-50 Favor Siuta the NPC you have selected has 25 Favor (45-50) – 25 = 20-25, which is the Interest of Knowledge. This is a range of random numbers that we're going to roll into the conversation. Level of accumulated favor/maximum level of favour now that you know level of interest, arouse interest, favor and interest, it is time to look at the level of accumulated favor (AFL) and the maximum level of favour (MFL). To do this, we need an sample conversation and consider the following formula.  $MFL = Previous\ MFL + Current\ AFL$  Interest Roll = Previous AFL + Current MFL. Let's choose 5 Knowledge in the next sequence. Dora Fonti: 8-11 Interest Lara: 20-25 Interest Joel: 5-15 Interest Vangelas: 0-0 Interest Melissa Brady: 15-17 Table of Interest Format in turn 1 2 3 4 5 Knowledge Dora Lara Joel Vangela Melissa Roll 9 22 5 1 16 MFL 9 31 36 37 53 AFL 9 40 76 113 166 Dora: Dora has a range of interest of 8-11, in this conversation an interest of 9 was filmed. Maximum favor level (MFL) is therefore  $0 + 9 = 9$ . (It is shown as 0 in the screenshot because the maximum level of favor is always calculated one step behind current Knowledge, which makes it confusing). The AFL is calculated as previous AFL + Current MFL = 0+9. Lara: Lara has a range of interest of 20-25, in this conversation an interest of 22 was shot (you can't see the roll number, but it can be deduced depending on the ACL and MFL). MFL is therefore  $9 + 22 = 31$ . AFL is  $9+31 = 40$ . Joel: Joel has a range of interest of 5-15, in this conversion he rolled an interest of 5. MFL is therefore  $31 + 5 = 36$ . AFL is therefore  $40 + 36 = 76$ . Vangelas: Vangelas has a range of interest of 0-0 as it has a favor lower than that of the PNB. This is a special case and Knowledge will always roll 1 here. MFL is therefore  $36 + 1 = 37$ . AFL is therefore  $76 + 37 = 113$ . Melissa Brady: Melissa has a range of interest of 15-17, in conversation an interest of 16 16 rolled up. MFL is  $37+16 = 53$ . AFL is  $113 + 53 = 166$ . To show that MFL stays behind a step, note that MFL in the screenshot jumps from 37 to 53 just before the mini-game of conversation ends. Simplified example in AFL/MFL The example above could be confusing the first time you go through it as there are many things to keep track of. To make it easier, here's a simplified example. Let's say the conversation has room for 4 Knowledge, so it's 4 rolls. All four rolls have the success of Sparking Interest. Knowledge 1: Knowledge 1 rolls to 9 by interest. Your MFL is previous MFL + Current interest roll =  $0 + 9$ . Your AFL is former AFL + Current MFL so it's  $0+9 = 9$  again. Interest: 9, MFL: 9, AFL: 9. Knowledge 2: Knowledge 2 rolls a 10 per interest. MFL = previous MFL + Current interest roll =  $9 + 10 = 19$ . AFL = Previous AFL + Current MFL =  $9 + 19 = 28$ . Interest:10, MFL:19, AFL: 28. Knowledge 3: Knowledge 3 rolls an 8 of interest. MFL =  $19+ 8 = 27$ . AFL =  $28+27 = 55$ . Knowledge 4: Interest = 4, MFL =  $27 + 4 = 31$ , AFL =  $55 + 31 = 86$  The confusing thing when you look at the way we play shows AFL and MFL is that it doesn't tell you the roll numbers of interest (you have to deduce depending on the AFL and MFL) and the MFL is always delaying 1 round behind. Sparking Failure of interest now that you know about AFL and MFL, lets you talk about the effect of sparking interest failure. Sparking Interest Failure resets you MFL, so your AFL remains the same as previous knowledge and your MFL is 0. Let's see an example. Let's choose 5 Knowledge in the next sequence. Dora Fonti: 8-11 Interest, 77% Spark Flaviano Interest: 19-22 Interest, 3% Awakening Interest Siuta: 15-17 Interest, 100% Sparking Interest Techthon: 20-21 Interest, 65% Spark Lebyos Interest: 0-0 Interest, 100% Sparking Interest. In turn 1 2 3 4 5 Knowledge Dora Flaviano Siuta Techthon Lebyos Roll 10 0 15 35 36 AFL 10 0 10 25 60 96 As you can see, we had a failure in turn 2 with Flaviano. MFL was reinstated to 0. This means AFL for this turn = 10 (PREVIOUS AFL) + 0 (Current MFL) = 10. Turn 3 we had a sparking interest success and shot a 15. 15 seed became the new MFL. Combined effects Combined effects is quite confusing due to the wording. Let's take a look at Amerigo, a knowledge with a combined effect of After 3 laps, Favor will be reduced by 3 by 2 laps. What this means is that, after 3 laps (including Amerigo's turn), the favor of the Siuta NPC will be reduced by 3 by 2 laps. The favor here means favor of the NPC, not the Knowledge. If you hover over the last two Knowledge Points, which are affected by the Amerigo Knowledge combo, you will see a +3 in blue in favor of the knowledge that occupies them. This is the same as reducing the NPC's favor by 3. Since most Combos are only activated after a couple of laps and last a few turns, it is to place them in front of them for the maximum benefit. Always check that knowledge with the combo has a high sparking interest, since if combined knowledge has a sparking failure the combo will not be applied. To succeed in the mini game, you must follow the requirement. Otherwise, you will be kicked out of the mini game and not win any Amity. There are four consecutive types of achievements/failures Check the sparking interest of knowledge available and choose high% for consecutive and low% success for failures. Sometimes you can screw up on whether you don't have low enough and arouse knowledge of interest. If you are short on high % knowledge and the need to make consecutive success, put high % Knowledge just before the low% for transport on effect. Reaching a certain level of accumulated favor (AFL) You want to put your knowledge with the highest interest and arouse interest % up front. The reason for this is that AFL adds adding the previous AFL so if you have the big favor numbers first they will be added several times. Reach a maximum level of favour (MFL) Whose order is placed on the other. knowledge does not matter to MFL. Choose your knowledge with the highest interest / arouse interest. A single sparking interest error can reset your maximum level of favor, so be careful about it. Free Talk You can't really screw up this one. Try to reach a high level of favor accumulated for more Amity. Continuous interaction vs. continuous output interact does not require energy and give you Amity bonus, but if you fail one of the requirements you lose all the friend you have earned. If you don't have a good knowledge selection, then you can play it safe and use Leave when you feel you have a high enough friend and rather not take the risk of losing it. You can only interact continuously twice per conversation. Amity Gain There are no hard calculations for Amity Gain, but it seems to be around 10% of the level of favor accumulated. Also, if you do continuous interaction, it seems to give you extra amity. If you have the same zodiac sign as the NPC you will also gain extra amity. Amity.

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