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## Terraria beginner guide 2018

Welcome to Terraria! This guide will help you begin your journey through your world. It will cover the basics of gaming such as character creation, fight and early game tips, and point you to other guides for further tips. Read on for a step-by-step tutorial on how to start your first game! Gamemodedit | edit source] On Terraria's title screen, you can choose which game mode you'd like to play. Available options are Single Player or Multiplayer on desktop, console and mobile versions or Play Game on Old-gen console and 3DS versions. Switch, Old-gen console and 3DSversions have a built-in Tutorial that we recommend you complete first. This guide will assume that you have chosen Single Player, because it is easier to learn to play the game, so choose this option for now. Create characters[edit | editing source] Character creation screen on desktop and mobile after choosing game mode you will need to create and select your own character. Click the new button in the lower-right corner to open the Character Creation screen. Here you can change the many properties of your character. Name and issues[edit | to edit source] Your character's name will appear when you log into the world, send messages in chat, and whenever you die. It doesn't have to be the same as your username on Steam or console. You can choose from different character issue options: Classic (also known as Softcore), Mediumcore, Hardcore, and Journey. For example: on 3DS, all players are in classic mode; no setup issues. The character difficulty setting determines what happens when a character dies - it doesn't affect other aspects of gaming, including how difficult enemies will be. Classic, or Softcore, means the player will drop some of his coins after death. Depending on the world's difficulties, you can drop half, 3/4 or all of your coins. Lost coins can be picked up by returning to the place of death, but you may have to defeat the enemy to bring them back. Mediumcore means the player will drop every item he carries after death. Dropped items can be permanently lost if a player falls into a lion, is killed by explosives or exits the world. Hardcore means that a player has only 1 life; if they die, the character file is permanently deleted. Keep on it: Hardcore isn't the same thing as Hardmode, which is the notion of game progression. The travel mode gives the player a variety of cheating options, such as a limited creative mode. Travel characters can access the cheat menu by pressing C, allowing them to enable the godmother, duplicate objects, set time and time, disable enemy spawning, etc. However, travel signs can only be entered into the worlds of Travel Mode. We recommend that you choose Classic/Softcore for your first playthrough. Layout (Optional)[| Edit Source] Characters Can Be Visually Customized gender sex hairstyles, eye color, skin color and clothing. Everything except eye and skin colors can be changed in the game using certain items. None of the Impression options have any effect on gameplay other than visuals and occasional NPC quotes. An example of a character created using the Terraria character customization menu on the desktop version and mobile version. The current card is a hair adjustment card. Color picker bars use Hue/Saturation/Value. The top bar changes the base color; the middle changes how much the color has faded; the lower bar brightens or darkens the color from white to black. See HSV (Wikipedia) for a more technical explanation. The clothes will be obscured by your armor and vanity. This can be undone by wearing the famous set as you progress. To change clothes in the game later, use Komodu. To change your hairstyle, find stylist NPC. To change your gender appearance, drink a gender reassignment beverage. After you're done, click Create to confirm character creation with the selected settings. Now click Play to Your Character to enter the World Selection screen. World Creation[edit | edit source] Create the world screen on the desktop version and mobile version Click the new button on the Select World screen to generate your first world. Players are not locked in one world; however, we recommend completing the game using one world at first to keep things simple. Name and Seed (Optional)[| To Edit Source] These two options won't have much effect if you're starting. Your world name is displayed on the Select World screen and will be displayed to other players if you hosted a multiplayer session. It also appears in several messages of death. The world's seed is a randomly generated number representing the world that was created. It can be copied and pastated to create an identical world. World Size[edit | edit source] We recommend starting small-world size for your first playthrough, as it will take much less time to travel between different areas. There are three options: Small worlds are relatively compact and easy to move; It will take you less time to travel between biomass and descend into caves. This makes the game easier at first, as the journey is relatively risky. But small worlds generate smaller amounts of treasure and natural resources, so it will be difficult for you later. The middle worlds are 50% larger than small worlds; they need a little more time to travel, but they have more space to generate treasures and additional biomass. Great worlds are twice the size of small worlds. It takes a long time to travel between biomass, but size allows for almost all possible terrains, treasures and resources to generate in large quantities, except for a few very rare structures. Difficulty[edit | edit source] Classic/Normal Mode worlds offer a standard Terraria experience. Mode worlds have attacks by enemies and bosses, environmental hazards and valuable treasures only for experts. Many expert-only items significantly affect your gameplay and can be worthy of a challenge. Master Mode worlds have even more dangerous enemies and bosses, but they don't provide much prey in return other than vanity items, bragging rights and one extra extra slot. All professional items appear in Master Mode. The worlds of the way to travel are only for characters from the way they travel; they are the only worlds in which the cheating menu can be used. Your classic/softcore character can't even log into the world of travel. Keep at the beginning that the travel mode has hostile sliders of difficulties ranging from 0.5x (easiest) to 3.0x (equivalent Master mode). Sliding to 2x will provide all the features of Expert Mode, and up to 3x will provide all the features of Master mode. We recommend choosing Classic (also known as Normal) for your first playthrough. World Evil[edit | edit source] All terraria worlds are infected with one of the two Evil biomes, which affects your ability to receive certain prey and changes the boss you are fighting. Random is usually your best bet. Corruption, a purple-colored biography with themes of curses, disease and decay. Crimson, a biome of red with flesh and blood themes. All in all, his objects are somewhat more powerful, but the enemies spawning there are more dangerous. Click Create or Accept to start generating your world; the game will display the progress bar until it is complete. After that, click Play the world you created to start your adventure! Start Gameplay[| Editing Source] A new spawning character in the Terraria Forest world that has just been created. Upon entering the world for the first time, your character will appear in the center of the map, so you have half the world to explore on the left and half on the right. This location is known as Spawn Point and will be where your character appears after you die, or whenever you enter the world. It is also marked with a green arrow on the map in the desktop version and mobile version. Keep in place: Avoid building exactly in this place, as you could potentially break blocks when spawning. You'll notice that you have a set of starter tools in your inventory, including a copper short word/wooden sword, copper pickaxe and copper axe. Motion and use of the tool[edit | source] On the desktop version, the game can be controlled using the mouse and keyboard. If you're using a controller, see the console section below. The pointer on the screen moves with the mouse. ✂ Use/Attack (Left Click) button will activate an item that is currently selected in a hotbar or attached to the pointer. This usually results in a gun attack, setting/breaking a block, drinking a beverage, etc. WASD keys move the character (for example, that W is not for jumping). ↶ Jump (spacebar) will make jump (or fly / swim / etc. on its equipment). ⌘ Open/Activate (right click) will communicate with set objects such as chests and doors. It's also for talking to NCCs. On the mobile version there will be a left joystick to move, a right joystick to use items (alternatively tap anywhere on the screen to use the item or set a block) and other keys for various things, such as quick treatment and mounts. There is also a light bulb button that will display the function of each button after a touch that can be tapping and turning off. Console versions use controllers/Joy-Cons to control the game. The Switch version also has a touchscreen capability when not docked, so some gaming elements have mobile controls (e.g. main menu, inventory). The left joystick moves the character, and the right moves the cursor. The lower button of the face makes the character jump. The bumpers are changing the hot rod slot. The top face button opens inventory. Right trigger attack/ sets block. The left trigger communicates with the world. Hotbar and Inventory[edit | edit source] The Inventory[edit | edit source] In the upper-left corner of the screen, you'll see ten inventory slots marked 1 through 10. These slots are called hotbars. They are a quick way to access the most commonly used items. You can put any item in them from the inventory. To use an item, select the hot lane slot by clicking the linked number on the number row on the keyboard, use the scroll wheel to the right slot, or click the pointer slot. When you select a slot, you can ✂ use/Attack anywhere on the screen to use the selected item. By pressing Esc or Inventory, you open inventory. It consists of 40 inventory slots, 10 hotbar slots, 4 coin and ammunition slots, garbage slots and various armor/equipment slots. It also contains a crafting menu, which is used to create items. All newly created characters (in Classic/Softcore mode) start with the following items in their inventory: Have for example: Items can have a word as their prefix, such as Demon copper cucumber or Broken Copper Shortsword. This will increase or decrease the basic statistics of the item; see the Modifiers page for more information. Inventory Remodeling[Edit | Source] Items in inventory can be moved using the cursor. Pressing ✂ / Attack the item will remove it from the slot and attach it to the pointer. Clicking another slot again will return the item down, replacing it for another one if the slot already contains an item. Moving a retained item from the inventory screen allows you to ✂/Attack as if held in a hotbar; this can be used, for example, to drink a beverage. Pressing ⌘ Open/Activatewill to throw the item to the ground, this can be used to add an item to another player in Multiplayer. Certain inventory slots operate in a special way. Ammunition slots can only be items that are either ammunition for weapons of range or wire for wrenches. Note that the most ammunition slots will be used first, followed by subsequent slots. Coin slots can only contain coins, which can be dropped when you die. By default, when collecting coins, they will be deposited in these coin slots, automatically converting to the next highest apoen when appropriate (ex: 100 = 1, 100 = 1, etc.). You can move coins to your usual inventory instead of coin slots (although the subsequent money will still be deposited into coin slots by default). This can prevent the loss of a coin after death, as the loss is probably deducted from the actual coin slot rather than the item in your standard inventory [the required source]. Although you can manually drag items into the trash slot (located at the bottom right of the inventory screen) to get rid of them, clicking Ctrlwhile by clicking on the item in your inventory will do so automatically. The last item placed in the trash slot will remain there until you destroy the other one, so be careful when quickly removing the item, as you can retrieve only the last item placed there. Scattered items are also removed at check-out. Alternatively, while shopping with NPC, you can drag/drop to sell items, but you can quickly sell the item by clicking on the said item (instead of the trash icon, you will see a coin icon, indicating a sale) . If you accidentally sell an item, you can redeem it for the same price - if it is still visible in the NPC store, but beware: after you sell the item and leave the dialog box, your sold items will disappear. If the NPC inventory is already full when you sell the item, it cannot be purchased again. For this reason, it may be optimal to sell your items to an NPC that offers only a few items for sale (e.g. Equipment Slots on the right/equipment menu/right for items your character wears, such as armor and accessories. The default inventory screen will show you the armor and equipment slots of your character. By clicking on the icons at the top of these slots, you can see your alternative equipment, such as Mounts, Companions, Hooks and Light Pets. Other interface elements[| source editing] These red hearts next to the inventory indicate the health of the character. Each red heart equals 20 health. All characters start with 100 health. It can be permanently raised to 400 health using life crystals, and later 500 health with life fruits. You need to keep your health above 0 health, or your character will die and reappear at your Spawn Point. Health begins to regenerate after a short period of non-action of damage. The blue star on the right side of the screen marks the Character's Manu. Every blue star is 20 flaws. All characters start with 20 flaws. This can be permanently raised to 200 defects using Mana crystals and further enhanced by some accessories and armour. The flaw is used to power Magic weapons; regenerates similar to health, but much faster. For more details on health and Mani, see the relevant articles. The First Day[edit | edit source] After loading the world, your character will stand in the spawning spot, with the NPC nearby, the Guide. You can talk to him by pressing ⌘ Open / Activate the mouse over it. He has some tips for new players, and he'll show you available crafting recipes if you give him the material. This option can be used at any time in the game. Dig and Setup[edit |] To dig, first select copper pickaxe. You will often use this tool, so you want to keep it on the hotbar. Now, if you move the pointer over the block near your character and press ✂ /Attack, you will swing the copper pickaxe. After a few swings on the block, it will disappear and turn into a collector's item. Standing near the item will cause you to collect it, which will put it in your inventory. To set the blocks, select the block by putting it on the hot strip and selecting the hotbar slot, or attaching it to the pointer and move the pointer off the stock screen. Now move the cursor next to a nearby block and ✂ Use/Attack folder. You're going to set up a block. Holding down a button and moving the pointer to another empty space next to another block will set another block. You can remove all previously placed blocks by digging back with your kramis, even the block that originally connects to the ground - the blocks above it will not fall due to gravity. There are some exceptions, such as sand and sludge, that fall when there are no support blocks under them. Building a house[offices | source of editing] Basic house for the first night in Terraria Your first goal when starting a new world is to build a house. This will help you get away from enemies that spawn during the night, helping you to survive early. The house intended for the player can consist of two walls and a roof; however, for the house to be habitable by the NPC, it must also be completely covered with back walls, have a door and torch and contain at least one chair and one table. Every world spawns with you and the Guide at spawning point. He's a valuable source of information and help, so you want to protect him. In addition, in the late game guide is required to spawn the Wall of the Body. Wood is a versatile and abundant resource, so use a copper axe to cut down some trees. If a monster comes up to you, switch to weapons and kill him. After collecting about 200 trees, go back to where you initially spawned and dig 1 block below where you first appeared. It's time to build! Stairs of construction of a suitable house 1. Lay a wooden foundation; 3. Create a work bench; 4. work bench down; 5. Craft 1 Door and replace the side wall with it. (tip: replace both walls if you want mobility) 6. Create some wooden walls and cover the interior of the house with it; 7. Craft and place torches, and chair; 8. Assign the house to the NPC, in this case the Guide. Tip: Work benches are considered tables for NPC housing purposes. You can replace tables with them. For more information, consult Housing. For more information, see the guide:Databases. If you find yourself unable to build a house before sunset, you can dig yourself 4 blocks into the ground and cover yourself with dirt. When Night Falls, all NCCs will return to their designated houses and stop moving. NCCs without an assigned house will walk nonsensely. You can temporarily surround them with blocks of dirt to prevent monsters from reaching them. Continuing to[| edit source] Combat[| edit source] Red numbers are damage to the character; Orange numbers are damage done to enemies. At least below the enemy indicates the amount of health he has left. During your adventures in Terraria you will meet many enemies. You use guns to fight them. There are 4 main types of weapons: Melee weapons: This weapon is the most straight ahead. These are weapons that physically afflict an enemy like Swords, Boomerang and Flails. Weapons in range: This weapon uses a form of ammunition to fire missiles at distant enemies, such as Bows. Magic weapon: The magic weapon has a variety of different attacks, but they generally shoot a magic missile that costs Man. Examples include different Staves. Calling weapons: This weapon uses a small amount of defect to call in a servant who automatically targets enemies and fights them alone. Slime staff is an example of invoking weapons.. Throwing weapons: This is a minor Pre 1.4 type of damage that uses damage that deals with consumable damage, for example, grenades cause damage to the throw. In Terraria, any damage done to a player will appear above their head as a red number. The damage the players cause to enemies is shown in an orange number. When a player recovers, the amount of those cured will be displayed as a green number. Enemies in Terraria drop coins, as well as enemy specific drops. Certain drops have a higher chance of falling than others, so agriculture for certain items may be needed. Healing[| editing source] To avoid dying, you can be cured using one of several healing objects. Early on, you can recover your health by eating mushrooms. They spawn naturally on grass blocks in forest biome. To collect them, simply swing tools or weapons at them, and you can pick them up. Consuming one will restore 15 health. While exploring, you can find and make better medicinal items, Less Medicinal Beverages. It'll restore 50 health. Keep a nauseous: Consumables these give the disease of the drink between uses. It prevents you from using more healing. Healing. In 60 seconds, so it's a good idea to avoid taking as much damage as you can. Mining and exploration[| source editing] In the end, the work bench will not be enough to make equipment; It takes a furnace. The stove will be used to turn ore into bars, which are the main materials of better weapons, tools and armor. Find deposits of the Stone and my at least 20 blocks. Flares are also needed to create a furnace, so make sure you kill a few mucus to get some gel. Finally, some wood. Head to the work bench and create the Stove, then place it down. As you explore the world, keep an eye out for strangely colored blocks, as these are most likely to be eagle deposits. You will

also need to make an iron anvil or lead anvils (some worlds will have Lead instead of iron). An anuniment is used to create items from bars. Go find an iron or lead ore. To smell one Iron/Lead strip, you need three ores. Since you need five bars to successfully create Anvil, you need 15 iron/lead ores. After the eagle has gathered and stopped in the Furnace, head to the work bench and create Anvil. When put down (preferably next to the stove) a lot of new Crafting recipes become available. Cave exploration[[] source editing] There are several options when choosing how to dig: Digging straight down or looking for an open cave to explore. At this early stage of the game, use caution when digging holes. Using blocks picked up during digging or creating wooden platforms, you can build a path back. When it's underground, there won't be any light. To illuminate your area and see, you can hold a torch in your hand by placing the torch in the hot tape and choosing. However, you will not be able to use anything else while holding the torch. You can place the torch on the wall or on the ground by clicking to the left where you want to place it. This will not only allow you to see the mob so you can fight them, but you can also leave a trail of torches to see the mob coming a greater distance, mark the way back and show where and how far you have gone if you return to the same cave to explore further. In addition to placing flares, you can throw one, which is useful to see what is at the bottom of the pit and how far it goes down. When exploring caves, you will often come across Pots. You can smash them with a weapon or tool to get some prey. Chests and gold chests are rarer. When you are near or in front of the chest, you can right-click, which will show your inventory, and below it the contents of the chest. You can click on the chest item to grab it, and then click on the inventory square again to put it in your inventory. Alternatively, you can click Loot All to the right of the chest contents grid to grab everything in your chest. Once the chest is empty, you can hit it repeatedly to pick it up, take it with you, and then put it on as if you would set up any other piece of furniture (you can not mine chests if they are not completely empty after all). It is recommended that you take a few chests that you find back to your house to store things, since making your own chests will use iron bars, and you will want to save the iron for other purposes. Another thing you'll bump into underground are the Cobwebs, which slow you down when you try to move through them. You can cut them down with any weapon or tool, and then pick them up. Picked cobwebs can be converted into silk, which is used to make a bed, which is used to change your spawning point. The green arrow on the map won't go away when you do. Silk can also be used to make some kind of decorative items and clothes for vanity. While mining underground it is possible to come across pools of water. Flares do not work underwater, so you need to use Glowsticks, but they can not be made and must be found at this stage of the game. You can use them to throw them away, but they will bounce and move and it may be difficult to place exactly where you want them. You can make Sticky Glowsticks anywhere by combining Gel with Glowstick; they will stick to the walls when they are thrown away, which will make them easier to install. No matter what you use, however, glow sticks are not permanent when thrown away, unlike set torches. Digging up an air pocket. When you step into the pool of water, the character will sink as if weighted. Do not be afraid of diving underwater to keep moving downwards, as the character has a fairly large air gauge. However, if it is close to running out of air there is a way to quickly regain air. First either find the wall or make a small shaft at the bottom of the water, then dig a tunnel in the wall, and then upwards in the ceiling. Water will not fill the upper squares. As the arrival of air is weak, jump into the hole. That'll fill the meter. If you see an area that glows blue and has blue mushrooms, congratulations - you found a biome glowing mushroom. This place is useful because its grass grows shiny fungi and giant glowing mushrooms (which act like trees). Gather some, and when you return to your base, make a bottle, put it on the table and craft healing drinks from smaller medicinal drinks and those glowing mushrooms. They treat for twice as many medicinal beverages, and others are the best medicinal items before the hard way of working, after honeymoons. After[[] editing sources] Now that you've learned to play and survive, the best thing would be to just keep playing, discovering new things yourself. If you get stuck, find something you're not sure about, or simply want detailed information about one of your items, search for what you need on your wiki, or see Wiki's Walkthrough. It may be handy to check the Armor or Weapons website for information on which direction to proceed. Perhaps you should also look at Game bosses, so you know what your long-term task will be. And remember, you can play the game your way, so you don't feel bound by the information on this wiki. Tips[edit [ [] editing source] Exiting the game, and then re-entering the world will return you to spawning point (this will destroy the blocks that block your spawning point). If you want to be a mag, gather the fallen stars at night and make flawed crystals with them, so that you can increase your maximum flaw. If you find sunflowers, place them around the house. This gives some useful bonuses that can make survival easier. It is best to build your base near the original spawning point so that you have less trouble returning to it at night or if you respawn. When digging very deep, it is useful to leave the way back up. The easiest way would be to leave the Platforms on the side of the aisle as a makeshift ladder, or installing ropes while digging the shaft. The torches last forever so bring a lot of things and set them up liberally when you go mining and exploring. Avoid corruption / Scarlet early because they contain heavy enemies who will kill you. If you want Anvil but do not want to use bars or money, you can find them in some destroyed houses underground. Finding a living tree is an easy way to get a free NPC house by placing torches. Works only in versions before 1.4. 1.4 players can also find deadly dwarfs. Leading to areas without background walls will turn them into facilities and increase fortunes for nearby players. It is highly recommended to start collecting materials for several Buffs. You can quickly collect sand and dayblooms, as well as Daybloom seeds and clay used to start gardening with clay pots. Two of the earliest buffs that can be easily invented are regeneration beverage and Ironskin beverage, and for early play can significantly improve your survival. On consoles, old-gen consoles and 3DS versions, if you find your way to Dungeon early, there's a chance you might get water bolt, a powerful magic weapon for early play. Be careful not to go too far into the dungeon because the Dungeon Keeper will spawn and kill you instantly. For more information[[] editing sources] For more advanced information, see the guides below. Crafting 101 - This is the introductory guide to making. It contains a detailed explanation of how making and ideally setting up crafting stations works. RPCs - There are more NDCs than just a Guide you'll want to make homes for. Bases - How to create an effective starting base. Mining techniques - This guide goes into detail about simple and efficient ways to mine ore and what to expect when you fly deeper into Terraria. Gardening - How to grow gardens of trees, mushrooms and other less tasty things. This is a wonderful guide to learning how to properly organize and maintain the garden. List of weapons - All weapons you can find on your will be explained here. PvP - A great place to start when looking for player-versus-player battle information. Not very for beginners, however it is excellently thyroid for those who would like to learn in advance. Eye of Cthulhu Boss Fight - One of the bosses a player could come up against early in their worlds. King slime boss fight - Another boss a player can encounter early in the game. Boss list - A list of all bosses players will come into contact with their worlds. Bosses are powerful monsters who have a lot of health and do devastating damage unprepared. Practical tips - Some tips for all skill levels of players All guides have the following list of Guide pages, such as below, which you can use to move very quickly between tutorials. Use them if you want to learn more things. Things.

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