

# Terraria 3ds guide

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Welcome to Terraria! This guide will help you begin your journey through your world. It will cover the basics of gameplay, like character creation, wrestling, and early game tips, and point you to other guides for further advice. Keep reading for a step-by-step tutorial on how to start your first game!

**Gamemode** (edit the source of editing) On the terraria title screen, you can choose the game mode you'd like to play. Available options are a single player or multiplayer on desktop, console and mobile versions, or Play Game on an old-generation console and 3DS versions. The switch, the old-generation console and 3DS versions have a built-in tutorial that we recommend completing first. This guide will assume that you have chosen one player, as it is easier to learn how to play the game, so choose this option for now. Create a character to edit the source of the character creation screen on the desktop version After selecting the game mode, you will have to create and choose your own character. Click on the new button in the bottom right corner to open the character creation screen. Here you can change some of your character's properties. The name and complexity of editing the source of your character's name will appear when you enter the world, chat messages, and whenever you die. It doesn't have to be the same as your Steam username or console. You can choose different character complexity options: Classic (also known as Softcore), Mediumcore, Hardcore, and Journey. Note: On 3DS, all players are in classic mode; There are no difficulty setting up. Setting up the complexity of the character determines what happens when a character dies - it does not affect any other aspects of the gameplay, including how much enemies will be. The classic, or Softcore, means that the player will drop some of their coins after death. Depending on the complexity of the world, you can fall by half, 3/4, or all your coins. Lost coins can be picked up by returning to the place of death, but you may have to defeat the enemy to get them back. Mediumcore means that the player will drop every item they bear after death. Discarded items can be permanently lost if the player gets into the lava, dies from explosives or leaves the world. Hardcore means that a player has only one life; If they die, the character file is removed forever. Note: Hardcore is not the same as Hardmode, which is the term progression of the game. Travel mode gives the player various tricking options, such as limited Creative mode. Travel characters can access the cheat menu by clicking C, allowing them to turn on godmode, duplicate items, set time and weather, disable enemy spawning, etc. However, Journey characters can only enter the worlds of travel mode. We recommend choosing For your first pass. Appearance (optional) (edit the source of editing) Characters can be visually tuned by changing their gender appearance, hairstyle, eye color, skin color and clothing. All eyes and skin colors can be changed in the game using certain elements. Elements. appearance options have any impact on gameplay other than visual effects and random NPC quotes. An example of a character made using the Terraria character settings menu in the Desktop version. The current tab is a hair tuning tab. The colour bars use the Hue/Saturation/Value system. The top bar changes the base color; The middle changes like a faded color; the lower bar brightens or darkens the color from white to black. A more technical explanation can be found in GSPs (Wikipedia). Clothes will be hidden by your armor and vanity items. This can be reversed by wearing a familiar set as you progress. To change your clothes in the game later, use Dresser. To change the hairstyle, find a stylist NPC. To change your gender identity, drink a sex change potion. Once you're done, click Create to confirm the creation of a character with settings chosen. Now click the Play button on your character to enter the World Selection screen. World Creation (edit the source of editing) Screen creating the world in the desktop version Click a new button on the Select World screen to create your first world. Players are not locked in one world; However, we recommend completing the game using a single world at first to keep things simple. The name and seed (optional) edit the source These two options won't have much effect if you start. Your world's name appears on select World and will be shown to other players if you've had a multiplayer session. It also appears in several death messages. The world seed is a randomly generated number representing the created world. It can be copied and sly to create an identical world. World Size (edit source editing) We recommend starting from a small size world for your first passage, as it will take you much less time to travel between different areas. There are three options: Small worlds are relatively compact and easy to pass; It will take you less time to travel between the bioma and go down to the caves. This makes the game easier at first, since the journey is relatively risky. But small worlds generate fewer treasures and natural resources, so you may have a hard time later. The average worlds are 50% larger than the small worlds; they take a bit longer to pass through but have more space to produce treasure and extra biomes. Big worlds are twice the size of small worlds. It takes a long time to travel between bios, but the size allows almost all possible terrain, treasures and resources to build up in large quantities, except for a few very rare structures. The difficulty (edit source editing) Classic/Normal Worlds mode offer a standard Terraria experience. Expert Mode Worlds have Enemy and boss attacks, environmental hazards, and valuable expert-only treasure. Many of the expert-only items have a significant impact on your gameplay, and may be a challenge. Master Mode worlds have even more dangerous enemies and bosses, but do not provide provide loot in exchange, besides vanity items, bragging rights, and one extra accessory slot. All Expert items are displayed in Master Mode mode. Travel mode worlds only for travel mode characters; They are the only worlds where cheat menus can be used. Your Classic/Softcore character can't even enter the world of travel. Note that Journey mode has enemy difficulty sliders from 0.5x (the simplest) to 3.0x (equivalent Master mode). A slide to 2x will allow all Expert mode features and up to 3x will allow all Master mode features. We recommend choosing a Classic (also known as normal) for your first pass. World Evil (edited editing source) All terraria worlds are infected with the biom of Evil, which affects your ability to get certain prey and changes the boss you are struggling with. Random is usually your best choice. Corruption is a purple biom with themes of curses, diseases and decay. Crimson biom red with themes of flesh and blood. In general, his subjects are a little more powerful, but the enemies that generate there are more dangerous. Click Create or Accept to start generating your world; The game will display the progress bar until it is completed. After that click Play on the world that you have created to start your adventure! Start gameplay (edited by editing) A new character spawns in the forest of the terraria world that has just been created. When you enter the world for the first time, your character will appear in the center of the map, so you have half the world to explore left and half to the right. This place is known as Spawn Point and will be where your character appears after death, or whenever you enter the world. It is also marked with a green arrow on the map in the desktop version. Note: Avoid building on this spot, since you can potentially break down blocks while spawning in. you will notice you have a set of starting tools in your inventory, including copper shorts/wooden sword, copper pickaxe, and copper axe. Moving and using the source tool on the desktop version, the game can be controlled by the mouse and keyboard. If you use a controller, please see the console section below. The cursor on the screen moves with the mouse. ✖/Attack (left click) activates an item currently selected in a hot panel, or attached to a cursor. This usually leads to an attack with a weapon, placement/breaking block, drinking potion, etc. Keys WASD move the symbol (note that W is not for jumping). ↵ (space bar) will make the character jump (or fly/swim/etc depending on your equipment). ⌘ Open/Activate will interact with placed objects such as chests and doors. It is also for talking to the NPC. On the mobile version, there will be a left joystick for movement, the right joystick for items (alternatively click anywhere on the screen to use the element or place block), and other buttons to do different things such as quickly heal and mountain. There is also a button that will show the function of each button after pressing, which can be turned off on and off. The console versions use controllers/joy cons to control the game. The Switch version also has the ability to touch the screen when it is not docked, so some gameplay elements have mobile-like controls (such as the main menu, inventory). The left joystick moves the character, and the right moves the cursor. The lower face button make the character jump. Bumpers change the slot of the hot bar. The top face button opens the inventory. The right trigger attacks/places the block. The left trigger interacts with the world. Hotbar and Inventory Edit Source Inventory Edit Source In the top left corner of the screen you will see ten inventory slots marked from 1 to 10. These slots are called hot panels. They are a quick way to access widely used items. You can put any item in them from the inventory. To use the item, select the hotbar slot by clicking on the associated number on the number line on the keyboard, use the scroll wheel to scroll into the right slot, or click on the slot with the cursor. When you choose a slot, you can click on the ✖ use/attack anywhere on the screen to use the selected item. When you click Esc or inventory, you open inventory. It consists of 40 inventory slots, 10 hotbar slots, 4 slots each for coins and ammunition, a garbage slot, and various armor/equipment slots. It also contains a craft menu that is used to make items. All newly created characters (in Classic/Softcore mode) start with the following elements in their inventory: Note: Items can have a word as a prefix, such as Demonic Copper Pickaxe or Broken Copper Shortsword. This will increase or decrease the basic statistics of the product; For more information, see the Modifiers page. You can rearrange the inventory elements (edit the editing source) in the inventory with the help of a cursor. Clicking ✖ use/attack on the item will remove it from its slot and attach it to the cursor. Clicking again on another slot will set the item back down, changing it to another if the slot already contains an item. Moving an item from the inventory screen allows you to use ✖/attack as if it were held in a hot panel; it can be used, for example, to drink potions. Hitting ⌘ Open/Activatewill throw the item to the ground. This can be used to transfer the item to another player in the multiplayer. Some inventory slots operate in a special way. Ammunition slots can only contain items that are either ammunition for Ranged weapons or wires for wrenches. Keep in mind that the top slot for ammunition will be used first and then subsequent slots. Coin slots can only contain coins can be removed when you die. By default, when you collect coins, they will be deposited in these coin slots, automatically converting to the next high denomination when appropriate (e.g. 100c 1s, 100s and 1g, etc.). You can move coins to your regular inventory instead of Coin slots (although (although The money will still deposit into the default coin slots). This can prevent the loss of the coin after death, as the loss is presumably deducted from the actual coin slot rather than the items in the standard inventory (the required source). While you can manually drag items into the slot basket (located in the lower right section of the inventory screen) to get rid of them by clicking the Ctrlwhile clicking item in your inventory will do so automatically. The last item placed in the Trash slot will stay there until you trash another one, so be careful when quickly removing the items as you can only get the last item placed there. Garbage items are also removed when you leave the system. Also, when shopping with the NPC, you can drag/drop to sell items, but you can quickly sell the item by clicking the Ctrl and clicking said item (instead of the garbage icon, you'll see a coin icon pointing to the sale). If you accidentally sell an item, you can buy it back at the same price - if it's still visible in the NPC store, but be careful: once you sell the item and leave the dialogue, your sold items will disappear. If NPC stocks are already full when the item is sold, it cannot be redeemed. For this reason, it may be optimal to sell your goods to the NPC, which offers only a few items for sale (e.g.: not Tavernkeep, which may have full inventory as is). The hardware slots in the bottom right corner/equipment menu/right for items your character wears such as armor and accessories. The default inventory screen will show you your character's Armor and Equipment slots. When you click on the icons at the top of these slots, you can see your alternative equipment such as mountains, satellites, hooks, and light pets. Other interface elements (edit the editing source) These red hearts next to the inventory indicate the character's health. Each red heart equals 20 health. All characters start with 100 health. It can be permanently raised to 400 health using life crystals and then 500 health with the fruits of life. You have to keep your health above 0 health, or your character will die and reappear in your Spawn Point. Health begins to recover after a short period of not taking damage. The blue star on the right side of the screen points to the character's mana. Every blue star has 20 mana. All characters start at 20 mana. It can be permanently raised to 200 mana using Mana crystals and temporarily zoomed in further with some accessories and armor. Mana is used to power Magic weapons; it recovers in the same way as health, but at a much faster rate. For more information about Health and Mana, please refer to the relevant articles. The first day (edit the source of the editing) After downloading the world your character will at the point of caviar, with the NPC nearby, the guide. You can talk to him by clicking ⌘ Open/Activate with your mouse over it. He has some tips for new players, and will show you available craft recipes if you give him the material. This option can be used at any time in the game. Dig Dig By placing a source edit to dig, you first choose a copper pick. You are going to use this tool a lot, so you want to keep it on the hot panel. Now, if you move the cursor over the block next to your character and click on the ✖ use/attack, you'll swing Copper Kirk. After a few swings in the block, it will disappear and turn into a collector's item. Standing next to the item will cause you to collect it, which will put it in your inventory. To place the blocks, select the block, either putting it on the hotbar and selecting the hotbar slot or attaching it to the cursor and moving the cursor out of the inventory screen. Now move the cursor next to the adjacent block and click ✖ use/attack. You'll put the block. Holding the button and moving the cursor to another empty space adjacent to another block, place another block. You can remove any previously placed blocks by digging them back with a pickaxe, even a block originally connecting to the ground - the blocks above it won't fall due to gravity. There are some exceptions, such as sand and silt, that fall when there are no supporting blocks underneath them. Building a house (edit the source of editing) The main house during the first night in Terraria is your first goal when launching a new world building a house. The house is a gated area with background walls and some other requirements that shield you from monsters, and allows the NPC to move in. Each world appears with you and the Guide at the point of caviar. It is a valuable resource of information and assistance, so we want to protect it. Wood is a versatile and abundant resource, so use a copper axe to cut some trees down. If the monster approaches you, switch to weapons and kill him. Once you've collected about 200 wood, go back to where you originally spawned and dig out one block underneath where you first appeared. Time to get the building! Steps of building a suitable house 1. Put a wooden foundation; Creating a bench; 4. Place the 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 the tables with them. For more information, consult housing. For more information see 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 the night falls, all NPCs will return to their homes and stop moving. NPCs without a designated home will walk aimlessly. You can temporarily surround them Mud to prevent monsters from reaching them. Continuing on 'edit' edit source 'Fight' edit source ' Red Red Are the damage done to the character; orange numbers are the damage done to enemies. During your adventures in Terraria you will encounter many enemies. You use weapons to fight them. There are four main weapons: melee weapons: these weapons are the most direct. It is a weapon that physically struck the enemy, like swords, boomerangs and flies. Range of weapons: These weapons use the form of ammunition to fire projectiles at distant enemies such as bows. Magic Weapon: Magic Weapon has different attacks, but overall they shoot a magical projectile that costs Mana. Examples include various Staves. Call weapons: This weapon use a small amount of mana to trigger a minion that automatically targets enemies and fights them himself. Slime staff do this. Throwing a weapon: This is a minor Pre 1.4 type of damage that uses damage caused by consumable damage, such as grenades causing throwing damage. In Terraria, any damage done to the player will be displayed above their head as a red number. The damage done to the enemies by the players is shown by the orange number. When the player heals, the number of healed will be shown as a green number. Enemies in Terraria throw coins as well as enemy drops. Some drops have a higher chance of falling than others, so farming for specific subjects may be required. By healing (edit the editing source) to avoid death, the player can heal himself with one of several healing elements. Early on, you can regain health by eating mushrooms. These spawning naturally on grass blocks in the biome of the forest. To collect them, just swing the tool or weapon on them and you can pick them up. Consumption of one will restore 15 health. When studying, players will find and craft better Small Healing potions. They'll restore 50 health. Note: Expendable spending allowances like this give the potion disease between uses. This prevents you from using more healing items for 60 seconds, so it's a good idea to avoid taking as much damage as you can. Mining and exploration (edit source) Ore types from left to right: stone, copper, iron, silver and gold. (Note: this picture is outdated, but it should allow you to differentiate the colors of the ore) After all, the work bench will not be enough to craft gear; You need to bake. The furnace will be used to convert ore into bars, which are the main materials of the best weapons, tools and armor. Find stone deposits and mine at least 20 blocks. Torches are also needed to create a furnace, so make sure to kill a few slimes to get a little gel. Finally, a little wood. Go to the bench to work and create an oven, and then place it down. When exploring the world watch out for strangely colored blocks, as they are most likely to be ore You also have to make an iron or lead anvil (some worlds will have lead instead of iron). Anvils are used to create elements from bars. You'll go out and find iron or lead ore. In order to smell one iron/lead bar, you need three ores. How do you need five bars bars Successfully create an anvil, 15 iron/lead ore is required. Once the ore is collected and smelted in the oven, head to the bench and create an anvil. When placed down (preferably next to the oven) a brand new set of recipes becomes available. Exploring the cave edit the source there are several options when choosing how to dig: Dig straight down or search an open cave to explore. At this early stage of the game, use caution when digging pits. Using blocks picked up while digging or creating wooden platforms, you can build a way back. When there's no light underground. To light up your area and see, you can hold the torch in your hand by placing a stack of torch in the hotbar and selecting it. However, you won't be able to use anything else by holding a torch. You can glue the torch on the wall or on the ground, with the left clicking where you want to place it. Not only will this allow you to see mobs so you can fight them, but you can also leave a trail of torches to see mobs coming for a longer distance, mark the way back, and show where and how far you have come if you return to the same cave to explore further. In addition to placing torches, you can throw one that is useful for viewing what is at the bottom of the pit and how far it goes. Exploring caves, you often meet with pots. You can smash them with a weapon or tool to get prey. Chests and gold chests are less common. When you are near or in front of your breast you can have the right click that will show your inventory and underneath it the contents of your chest. You can click on the chest object to grab it and then click again on the inventory square to put it in your inventory. Alternatively, you can click Loot All to the right of the mesh of chest contents to grab everything in the chest. Once your chest is empty you can repeatedly hit it with a pickaxe in order to pick it up, take it with you and then place it elsewhere as you would place any other piece of furniture (you can't have my chests if it's not quite empty however). It is recommended that you take the few chests you find back to your home to keep things off, since creating your own chests will use iron bars and you will want to keep your iron for other purposes. Another thing you will be working in is underground cobwebs that slow you down when you try to move through them. You can cut them with any weapon or tool and then pick them up. The collected cobweb can be turned into silk, which is used to make the bed used to change the point of the caviar. The green arrow on the map won't go away when you do it, however. Silk can also be used for some types of decorative items and vanity clothing. During mining underground, you can find pools with water. Torches don't work underwater, so you have to use But they cannot be manufactured and must be found at this stage of the game. You can use them to throw them, but they will bounce and move around, and it may be place exactly where you want them. You can create sticky glowing sticks anywhere by combining the gel with Glowstick; They will stick to the walls when thrown, making them easier to place. No matter what you use, however, glow sticks are not permanent when thrown, unlike placed torches. Dig out the air pocket. When stepping into the pool with water the character will sink as if suspended down. Do not be afraid to dive down underwater to keep moving down, as the character has a fairly large meter of air. However, if close to the air stable there is a way to restore the air quickly. 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 up in the ceiling. The water will not fill the upper squares. As the air runs out, jump into the hole. It's going to fill the counter. If you see an area that glows blue and has blue mushrooms, congratulations - you have found a glowing biome mushroom. This place is useful as this grass grows glowing mushrooms and giant glowing mushrooms (which act like trees). Collect some, and when you return to base, craft a bottle, place it on the table, and craft healing potions from lesser healing potions and these glowing mushrooms. They heal twice as much as smaller healing potions do, and are the second best healing item before the hard regime, after the honey fins. After that, when you learned to play and survive, the best thing would be to just keep playing, discovering new things on your own. If you're stuck, find something you're not sure about, or just want details about one of your items, see what you need on a wiki, or check out the wiki's step-by-step guide. It may be handy to check armor or weapon pages for information on which direction to head further. You can also look at the pages about game bosses so you know what your long-term challenge will be. And remember that you can play the game in your own way, so don't feel connected by the information on this wiki. Tips to edit the source of editing Leaving the game, then re-entering the world will take you back to the point of caviar (this will destroy the blocks that block your point of caviar). If you want to be a magician, collect fallen stars at night and craft mana crystals with them so that you can increase you to maximum mana. If you find sunflowers, place some around your house. This gives some useful bonuses that can make survival easier. It's best to build your base next to the starting point of the caviar, so you have less trouble getting back to it at night or if you respawn. When digging very deep, it is useful to leave the path back up. The easiest way would be to leave the platform on the side of the aisle, like a makeshift staircase, or placing a rope while digging a shaft. Torches last forever, so bring along and place them liberally in mining and exploration. Avoid corruption/ Crimson early on because they contain tough enemies that will kill you. If you want an anvil but don't want to use bars bars Money, you can find them in some ruined houses underground. Finding a living tree is an easy way to get a free NPC home by placing torches. It only works in pre-1.4 versions. 1.4 Players can also find deadly dwarves. Leading them to an area without background walls will turn them into objects, and increase the luck of nearby players. It is very desirable to start collecting materials for a few 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 concocted are the regeneration of the potion and the Ironskin potion, and for early play can greatly improve your survivability. On the console, old gene console, mobile and 3DS versions, if you find your way into the dungeon early there's a chance that you can get Water Bolt, a powerful early Magic Weapon game. Be careful not to venture too far into the dungeon as Dungeon Guardian will spawn and instantly kill you. For more information, please check out the guides below. Manufacturing 101 - This is the introductory guide of crafting. It contains a detailed explanation of how crafting works, and the ideal installation of a crafting station. NPCs - There are more NPCs than just a guide that you want to make at home. Bases - How to create an effective base. Mining Techniques - This guide details simple and effective ways to mine ore, and what to expect when venturing deeper into Terraria. Gardening - How to grow gardens of trees, mushrooms and other less savory things. This is a great guide to learning how to properly organize and maintain a garden. List of weapons - All weapons you can find in your travels will be explained here. PvP - A great place to start when looking for information about a player's fight against a player. Not quite for beginners, however it is a great read for those who would like to learn in advance. Eye Cthulhu Boss Fight - One of the player bosses can run against early on in their worlds. King Slime Boss Fight - Another boss player could face early in the game. List of Bosses - List of all the bosses players come into contact with in their worlds. Bosses are powerful monsters that have a lot of health and inflict devastating damage to the unprepared. Practical Tips - Some tips for all skill levels of players All guides have the following list of guide pages such as below that you can use to move between guides very quickly. Use them if you want to learn more things. Things. terraria 3ds crafting guide. terraria 3ds hardmode guide

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