

# Getting Started

Overview of the crafting system, how to open the crafting table, and material types.

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# Overview

The **Crafting Table** lets you turn raw resources — fish, ores, plants, and generic items — into weapons, deployables, consumables, tools, and more. There are 29 recipes organised across 8 categories.

Every craft has a money cost based on the rarity of the ingredients used. Skills can reduce that cost and even give a chance to double your output for free.

Crafting requires you to stay within **200 units** of a Crafting Table for the full duration of the craft. If you walk away too early, your materials are automatically returned.

## At a glance

- **8 categories:** Trophies, Weapons, Entities, Misc, Food, Brews, Tools, Resources
- **29 recipes** available
- **Money cost:** based on ingredient rarity (\$100–\$5,000 per unit)
- **Cancel anytime:** full refund of materials and money

# Opening the Crafting Table

## Finding the Table

The Crafting Table is a dark industrial desk entity placed somewhere on the map. Look for the **Crafting Table** prop — it uses a control-room desk model.

## Opening the Menu

Stand next to a Crafting Table and press **E (Use)** to open the crafting menu.

## The UI

The menu has 8 category tabs across the top: **Trophies, Weapons, Entities, Misc, Food, Brews, Tools, Resources**.

Clicking any recipe shows:

- Every required material and how many you currently have
- The total money cost for the craft
- A **Craft** button (greyed out if you are missing anything)

Materials you are short on are highlighted so you can see exactly what to gather before crafting.

# Material Types

All materials come from your inventory. The crafting system has four different categories of items:

Type	Examples
<b>Fish</b>	Tuna Fish, Parrot Fish, Minnow Fish, Blue Marlin, Arapaima, Great White Shark, and many more caught while fishing
<b>Ore</b>	Bronze Ore, Copper Ore, Silver Ore, Gold Ore, Mythril Ore, Platinum Ore, Emerald Ore
<b>Plant / Byproduct</b>	Wheat Plant, Potato Plant, Rice Plant, Sugar Cane, Cranberries, Raspberries, Goji Berries, Acai Berries, Mutated Plant; mutant byproducts: Mutated Slug, Skull, Spine, Mutant Brain
<b>Generic</b>	Junk, Plastic, Microchip, Carbon, Gold (gold bars from robbery), Nitric Acid, Fishing Rod