

# 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

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