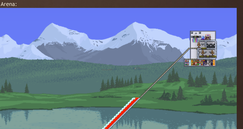
Hey guys, my first post here. I have made several new records for Pumpkin/Frost moon so just to let you guys know.

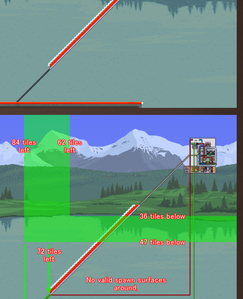
Hy Videos:

Terraria - Pumpkin Moon Final W... Watch later Share
Pumpkin Moon
Final Wave
New World Record

Terraria - Frost Moon Final Wave ... Watch later Share
Frost Moon
New World Records

My Arena:





You need a Brain Staff or an Ivy bowl of lemon that cannot pass through blocks, and a Derby Saddle for creating inescapability to dodge Ice Queen's attacks. After summoning Ice Queen, remove lots crab chunkies, activate the duplex lock engine (credit: Bilbomanic) via the top right switch. You can collect boosters and repeatedly make crabchunkies without motor parts (credit: Ethanbluewaters). You can make 3 dummies in the same spot by pressing the switch on the bottom right (credit: Ethanbluewaters). In order to become compact inescapability, you need to bounce off at least 3 dummies. The top left switch activates the spawn surface, and the bottom left switch lets you respawn back to the base.

My goal was to spawn Pumpkinhead and Ice Queens as far as possible and make them form a straight line, so that I can kill them before they reach me. I came up with the idea of using a hole to respawn the Destroyer, so I can kill it before it reaches me. I also made a platform in the sky so I can hit Lunatic. What I did in addition was block unnecessary spawn surfaces with rocks so that mobs can spawn only from 72 tiles to the side away.

It works perfectly for Pumpkin moon. If you're careful, Pumpkings never reach you even when you have to reload the Last Prism (which lets only a minute in a continuous mode). If you get unlucky, you might able to reach from more before 8:00 am. It's just a matter of when and how many Mourning Woods spawn from wave 4, and Pumpkings from wave 7.

Wave respawn rate is Ice Queen. Ice qu seems to gradually scale the Last Prism's cap. You can check it in my videos that Ice Queen tries to pass beneath the player if you keep hitting her from the moment she spawned, otherwise she tries to passes through (or even over) the player. So you need to shift the cap down a bit to kill her within the duplexer, and which you can't kill multiple Ice Queens within the duplexer unless they are overlapping, or at least fairly close to each other.

Ice Queen is a bubble inescapability machine, to dodge attacks from Ice Queen I failed to kill within the duplexer and not to freeze. **You have to be careful when you kill her within the duplexer** because she shrinks from spin-flying overhead. If you shift the cap down slightly, you can kill her without shrinking. **Frame Terraria off-line to 15 and 9 (30 of 60 minutes).** Thanks to the indication of disinfectoid and Ethanbluewaters in this thread, I can now stack 2 dummies in the exact same spot. No need to worry about too much shifting anymore!

Oh and sorry for my bad English. It's not my first language so please bear with me.

Last edited: Jun 4, 2014

Ascendicious, Ethanbluewaters, Bulman0289 and 11 others like this.

Reply | Report | 27 Like | Quote | Reply

Bruder
Terraria Veteran
Great Contribution
Great Contribution

Wow! What is interesting is that this method caps the item limit over and over. If you watch the video, items disappear even as the lava burns off the non-essentials (wood, hearts, etc). From the YouTube comments with Bluewolf, I tell pick a night & your current cap this could be the cap in profits off Pumpkin Moon. Outstanding machine. Thanks for sharing.

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

Wow, great work! I wish I was that good at creating forms and arenas. Because I really suck at it, also, seeing that slime inescbility got rid thinking about another plusthrough type - The cowcell he has little to no arrival, use as many cheap tactics as possible such as immobility and running hiding spaces linear, and has amazing underpowered weapons. That could be interesting to try out some time.

Oh and also, your English is just fine! Probably even better than a lot of the posts I've seen before.

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Bruder
Terraria Veteran
Great Contribution
Great Contribution

Really great machine you've made! What stops mobs spawning on the blocks above the lava on the staircase?

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

Bruder said:
What stops mobs spawning on the blocks above the lava on the staircase?

They're bubble blocks, the only thing that can actually touch them are hooks. Since they aren't solid blocks, mobs won't spawn on them.

Or at least it's something along those lines....

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Bruder
Terraria Veteran
Great Contribution
Great Contribution

Ethanbluewaters said:
Bruder said:
What stops mobs spawning on the blocks above the lava on the staircase?

Hooks! Are you sure?

So they are like background objects, except for hooks?

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

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Terraria Veteran
Great Contribution
Great Contribution

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I don't know if they actually are counted as background objects, but your understanding is most likely correct.

Spelunker like this.

Last edited: Apr 15, 2014

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Spectrum
Terraria Veteran
Great Contribution
Great Contribution

terrenaya said:
Thanks! They are bubble blocks, as effectys Brick said.

I wish we had chosen our consoles. Vary'd come in handy....

Spelunker like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

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Terraria Veteran
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Terraria Veteran
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Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

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Spelunker like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Spectrum
Terraria Veteran
Great Contribution
Great Contribution

This is awesome stuff, nicely done.

terrenaya said:
Wave respawn rate (of Frost Moon) seems only a minute in a continuous mode.

Odd thing this is though, I've run it quite past a minute. Youre still holding and it just stops!

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

Ascendicious said:
This is awesome stuff, nicely done.

Odd thing this is though, I've run it quite past a minute. Youre still holding and it just stops!

Do you happen to know a way to avoid it?

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Spectrum
Terraria Veteran
Great Contribution
Great Contribution

Well, tied to or tied to it to make sure I weren't mistaken, but turns out, I was -> Sorry to be misleading. My star engine is star-status based still crudy, need to change that because it's attached to the heart engine (not using inscescibility) so when it gets blocked, I have to move to get rock stars. Eventually it becomes useless... but anyway, having to move distracts me from the time, and firing future apparently, so didn't notice it until then lol.

Update 2: Seen further testing with a similar crab machine, traps and also appear to generate over with statue-status. Oddly enough, its non-consumers with star status at least. Or maybe it just ran out of mana and killed it before getting a star. Not the same thing happen with a minion though, so not sure what the deal is.

Update 3: And apparently lava too, in a little hole and lava-status.

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

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Terraria Veteran
Great Contribution
Great Contribution

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I have tested and it happened to me too. But oddly enough, I have never run out of mana with minion setup. I think further research is needed for this matter.

Last edited: Apr 17, 2014

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Spectrum
Terraria Veteran
Great Contribution
Great Contribution

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Perhaps there's an such way.

Spelunker like this.

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

terrenaya said:
Perhaps there's an such way.

Hey, I'm sorry. There isn't quite accurate to the weapon cold-ease super mana potions are the only effective way to continuously fire. Mean lol it does mention the boost also off still spending mana thing. Lunar Flare is pretty sweet for the mana loss but not as epic, or crowd effective of course.

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

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Terraria Veteran
Great Contribution
Great Contribution

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Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

Ascendicious said:
I've seen a trap that has slime on it!

I've done some runs with 3 crab statues into the little lava and I haven't run out it seems (though, to not mistead again, will test many more times). But it does seem to drop Nebula lava when as well continue testing that part.

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

Boosters pop out only when you strike enemies with your weapon (minion included). So as for collecting boosters, traps and lava will do more harm than good.

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Spelunker
Terraria Veteran
Great Contribution
Great Contribution

Hey Happy, Does this crib work? If so could you make a TEdit schematic of this farm?

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Can't you set up hotks to dump the useless items in the lava?

Spelunker said:
Can't you set up hotks to dump the useless items in the lava?

Or look the ENDMEE up to you to get extra damage from traps or bubbled lava?

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Spelunker
Terraria Veteran
Great Contribution
Great Contribution

Could the whole diagonal surface not be a conveyor belt? That way you wouldn't lose any items due to the item limit in the game.

Also, how were you collecting the banners when they weren't dropping anywhere near you?

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Happybunny, 02.04.2014 | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

Unsuthwest said:
Hey Happy, Does this crib work? If so could you make a TEdit schematic of this farm?

Yes it does, but this arena is kinda out of date. Back in 1.3.1 update I upgraded it with conveyor belt so I could farm the items. Here are the schematic of it and the video. You can also download the map from here video description.

Spelunker said:
Can't you set up hotks to dump the useless items in the lava?

Unsuthwest said: ↑
Spelunker said:
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Reply | Report | 27 Like | Quote | Reply

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Terraria Veteran
Great Contribution
Great Contribution

Spelunker said: ↑
Could the whole diagonal surface not be a conveyor belt? That way you wouldn't lose any items due to the item limit in the game.

Also, how were you collecting the banners when they weren't dropping anywhere near you?

I actually made them lol. Back in 1.3.1 update. This thread was posted over a year ago.

They made banners automatically appear on every 50th kill in 1.3 update in PC version.

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Ethanbluewaters
Terraria Veteran
Great Contribution
Great Contribution

Spelunker said: ↑
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Could the whole diagonal surface not be a conveyor belt? That way you wouldn't lose any items due to the item limit in the game.

Also, how were you collecting the banners when they weren't dropping anywhere near you?

automatically appeared.

Is the player's inventory? You don't need to pick them up!

Happybunny like this.

Reply | Report | 27 Like | Quote | Reply

Spelunker
Terraria Veteran
Great Contribution
Great Contribution

Ethanbluewaters said: ↑
Is the player's inventory? You don't need to pick them up!

Yes, that's right. They automatically appear in the player's inventory.

Happybunny like this.

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