For issues you find with the Mobile 1.3 update, please follow this link and give as much detail as possible. This is the speedest way to get info to DR Studios to look at your issue, also some troubleshooting hints here.

PC [Showcase] Pumpkin Moon Coin Farm (255 platinum coins in a night)

Discussion in '[T-MEC] Terraria Mechanical Engineering Corps' started by MaxpiDaring, Jun 5, 2014.

Thread Mode | Watch Thread

MaxpiDaring Member (Mod)

Joined: Jun 5, 2014 | Posts: 1,

So the bad this idea in my head since I've heard there would be a pumpkin moon event for 1.1.3 update. Prior to 1.3.5, I had to use this way too complicated farm to instead create a mental round-robin farm that could work for pumpkin moon. That was the best I could come up with in 1.3. but there was inevitable loss of tools. Thanks to the conveyor belt, now I can collect literally all the bosses a player can generate in one Pumpkin Moon, with an optimized way for the Lost Prism. Conveyor belt is, by say the least, the best.

Video:

World Download:

https://drive.google.com/file/d/0B0LUrnqrKJCJNFfB1dFDCdFqeFE/view?usp=sharing

Schematics:

Actual wiring and explanation

Actual wiring and explanation

This farm shares the same basic concept with my Pumpkin/Frost Moon Arena. Every mob spawns into Lost Prism's beam and advance under it, until they die. So if you're careful enough, even Pumpkins can be killed.

Sadly this farm does not work for Frost Moon, since Ice Queen gradually enables the Lost Prism's beam by going under the conveyor belt. But this problem is easily solved by using a Lost Prism Clone. Also, Frost Moon is a bit more difficult, requiring a special round for how much you can earn coins in one Pumpkin Moon. Besides Frost Moon is not as difficult as Pumpkin Moon in terms of surviving coins.

Procedure

1. Make autopause on in the settings, +de Core Fishron, then teleport into the farm. I found out that this particular way of placing blocks
   [Show spoiler text for quick reading]
   made the player impossible to knockback while riding Cute Fishron.
2. Touch Destroying Tulek and Crystal Ball, summon 2 Reavers into the crab statue chamber, then flip the top switch. This way you can collect mana stars and bosses waterbombs, which means you can fire The Last Prism continuously with increased damage.
3. Activate the conveyor belt by flipping the middle switch, then drink potions shortly before 7:30.
4. Wait for the Pumpkin Moon to start, then wait for the first wave to spawn. Make sure to keep it going for 2 waves.
5. Use quick stack to store your boss into the chests around you. I'd recommend you to do this every 10 seconds, so that loose toons never hit the 400 item limit.
6. After Pumpkin Moon is over, activate the big statue and set all the bosses to the HOC. Make sure to craft your Spooky Woods into Spooky Hammers and sell them, since it is the most efficient way to convert Spooky Wood into coins.

Last edited: Jun 5, 2014

Lord Terraria Member

Joined: Feb 16, 2014 | Posts: 1,

Lord Terraria, PhilaVenalis, mathmaniac and 17 others like this.

Posted(#post#): Jun 5, 2014 | Report | #1 | Like | Quote | Reply

Hmm, this is nice Farm. Easy to construct and effective. I get a similar idea but instead of letting the enemies fall on a surface I didn't know that this work properly, I built a starter conveyor belt. So they spawn directly in spawn region. I cant use the Fishron buff because sometimes a pumpkin can peak through. Also I use the Lost Prism Clone because I don't want to kill the Duke.

So far I only get 30k pumkin per an hour. Which is 10k/pumkin without critics. After setting all my stuff I get about

25k stacks (legend missing) ?

I think your giving Harp much help, it may work even against you. He most likely spawn copper or silver coins. This may despawn a valuable item.

Sadly, a good time for Frost wave depends hardly on luck (type of enemy and the spawning time seem to be totally random). An update which fix this would be awesome.

So far my best time is 8:13am. How often you tried to get your time?

Spoiler text below written

Last edited: Jun 5, 2014

Thing's which need to get fixed/updated:
(1) each map and chest is generated exactly the same map at each time you see it
(2) predefined order of spawned enemy type in the biom area is in my other TO.
(3) Bubble mode wait for Rain
(4) Harpy: drop coining system (current item with 0 bonus coins type but different name/Enchantment)
(5) Game world with same seed and at each spawning system (also for number seeds it don't work sometimes) (chances are high it is fixed in next update?)

Jeafamy1888, PhilaVenalis, MaxpiDaring and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #2 | Like | Quote | Reply

MaxpiDaring Member (Mod)

Joined: Jun 5, 2014 | Posts: 1,

Lord Terraria said:

> after setting all my stuff I get about
> 25k stacks (legend missing) ?

Hmm, I think my gear just I combined my proclaimed world record. Sorry if I ruined rule, but you wouldn't sell items that you stored beforehand to use quick stack, would you?

So which means bomb do NO KNO item and disappear in my farm... I didn't notice that until now. I need to try to store my bomb every 30 seconds without greedy ring then.

I will try your method also. Thank you!

Lord Terraria said:

> So far my best time is 8:13am. How often you tried to get your time?

My best record (and hopefully the world record) is 8:08 am in this video, and if I recall correctly I tried roughly 30 times per day and got this record in day 6. This was 20 kill per min, the other record, but only about 18 kill per min.

By the way, your research on horseman's blade and statues back in 1.2.4 was awesome! It helped me a lot

Posted(#post#): Jun 5, 2014 | Report | #3 | Like | Quote | Reply

terrarraya Member

Joined: Jun 5, 2014 | Posts: 1,

terrarraya said:

> you wouldn't sell items that you stored beforehand to use quick stack, would you?

That's a good question, I had them but subtracted the value afterwards. Together the items have a value of less than 1 platin. Before subtraction I had over 20k after only forty-ish.

terrarraya said:

> So which means bomb do NO KNO item and disappear in my farm... I didn't notice that until now. I need to try to store my bomb every 30 seconds without greedy ring then.

> I will try your method also. Thank you!

terrarraya said:

> By the way, your research on horseman's blade and statues back in 1.2.4 was awesome! It helped me a lot

I'm not an expert, I just had some fun. Now with the 1.3 patch its worthless^^. The honor goes to people like you who upload such awesome pt videos.

Edit: Just to let you know 8:05am is possible. I tried to get over 20k but I played to risky and died later on

Edit2: I did some more trials. My best Time same time hit 8:05am that got 8 aspects. With 8:15am I got 21k and 112.45/aspects.
Edit3: Uploaded my modified map as attached file:

Attached Files:

Pumpkin Moon Farm 1.0 BETTER 255.zip
File size: 1.1 MB
Views: 1,

Last edited: Jun 16, 2014

Thing's which need to get fixed/updated:
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(5) Game world with same seed and at each spawning system (also for number seeds it don't work sometimes) (chances are high it is fixed in next update?)

Jeafamy1888, Rex Ultra, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #4 | Like | Quote | Reply

Lord Terraria Member

Joined: Feb 16, 2014 | Posts: 1,

Lord Terraria, PhilaVenalis, mathmaniac and 17 others like this.

Posted(#post#): Jun 5, 2014 | Report | #5 | Like | Quote | Reply

It's in building one based on this. Thanks, but, if you're using autopause, why not only use the wood and sell the items as you get them? IMC the NPC shouldn't affect the spawn rate on mean enemies.

Edit: oh, and if the jungle biome is there for the pt, why not add snow biome too?

Jeafamy1888, PhilaVenalis, MaxpiDaring and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #6 | Like | Quote | Reply

Pterodactyl18 Member

Joined: Jun 5, 2014 | Posts: 1,

MaxpiDaring, Lord Terraria, Jeafamy1888 and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #7 | Like | Quote | Reply

Lord Terraria said:

> Just to let you know 8:05am is possible. I tried to get over 20k but I played to risky and died later on

Congrats! And yes, I think theoretically even 8:00 am is possible as I mentioned in my guide.

Pterodactyl18 said:

> If you're using autopause, why not only use the wood and sell the items as you get them? IMC the NPC shouldn't affect the spawn rate on mean enemy.

> Edit: oh, and if the jungle biome is there for the pt, why not add snow biome too?

Yes, I'm aware of that. I think theoretically even 8:00 pm is possible as I mentioned in my guide.

> The pt are absolutely right, I had completely forgotten about it. I guess I have to modify this farm...

> Pterodactyl18 said:

> If the jungle biome is there for the pt, why not add snow biome too?

Do biomes overlap?

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #8 | Like | Quote | Reply

terrarraya said:

> Congrats! And yes, I think theoretically even 8:00 pm is possible as I mentioned in my guide.

> The pt are absolutely right, I had completely forgotten about it. I guess I have to modify this farm...

> Do biomes overlap?

Well, when I do farm I usually place 200 snow + 100+below+(crimson/200corruption- ice blocks) + 80 jungle. I end up getting too many yeyes.
Edit: I forgot to say that the reason why I put the snow in the side is to killed lunar by the yeyes, do you think I second times can do the trick? I don't like the same the target dummy. Yeyes kill lunar very well and fast, so I wanted it will get faster.
Edit: 100 hallow ice blocks, 200 if corruption or crimson.

Last edited: Jun 5, 2014

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #9 | Like | Quote | Reply

Pterodactyl18 Member

Joined: Jun 5, 2014 | Posts: 1,

Pterodactyl18 said:

> Another question, since its not entirely necessary for the crab to be kilted lunar by the events, do you think I second timers can do the trick? I don't like using the target dummy because I don't know how it works, and it scared me I fled.

In this farm, yes. Your mana worst run out because of the conveyor belt bringing a lot of mana stars to you.

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #10 | Like | Quote | Reply

Lord Terraria Member

Joined: Feb 16, 2014 | Posts: 1,

Lord Terraria, PhilaVenalis, mathmaniac and 17 others like this.

Posted(#post#): Jun 5, 2014 | Report | #11 | Like | Quote | Reply

It seems that the enemy only spawns below the upad spawn surface if the slope is on the left side. I couldn't manage to mirror it on the right side.

Thing's which need to get fixed/updated:
(1) each map and chest is generated exactly the same map at each time you see it
(2) predefined order of spawned enemy type in the biom area is in my other TO.
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(5) Game world with same seed and at each spawning system (also for number seeds it don't work sometimes) (chances are high it is fixed in next update?)

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #12 | Like | Quote | Reply

Lord Terraria said:

> It seems that the enemy only spawns below the upad spawn surface if the slope is on the left side. I couldn't manage to mirror it on the right side.

Really? I didn't know that. It sounds unlikely... I think further research is needed there.

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #13 | Like | Quote | Reply

Lord Terraria said:

> It seems that the enemy only spawns below the upad spawn surface if the slope is on the left side. I couldn't manage to mirror it on the right side.

That's odd, did you place the walls?

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #14 | Like | Quote | Reply

Pterodactyl18 Member

Joined: Jun 5, 2014 | Posts: 1,

Pterodactyl18 said:

> That's odd, did you place the walls?

Yes, I placed it on the right side.

Thing's which need to get fixed/updated:
(1) each map and chest is generated exactly the same map at each time you see it
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(5) Game world with same seed and at each spawning system (also for number seeds it don't work sometimes) (chances are high it is fixed in next update?)

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #15 | Like | Quote | Reply

Lord Terraria Member

Joined: Feb 16, 2014 | Posts: 1,

Lord Terraria, PhilaVenalis, mathmaniac and 17 others like this.

Posted(#post#): Jun 5, 2014 | Report | #16 | Like | Quote | Reply

Well, VM hate to help, by the way, something that maybe could help someone come up with an arena, not already know the enemies spawn falls, usually spawn in the surface and slowly go down to the bottom of the map. Also, the enemies spawn in the surface, if the slope is on the proper alone. (This happened to me a lot when I tried to make a big arena about 100 blocks above empty). Corruption enemies would fly up and attack me.
Maybe there is a way to prevent other than flying enemies to spawn on the moon events, that way we get only the hardest like ice queen, and get more points.

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #17 | Like | Quote | Reply

Lord Terraria said:

> Edit: Just to let you know 8:05am is possible. I tried to get over 20k but I played to risky and died later on
> Edit2: I did some more trials. My best Time same time hit 8:05am that got 8 aspects. With 8:15am I got 21k and 112.45/aspects.

Thank you for giving me motivation! I upgraded my farm so that I can use quick stack.

Final wave at 8:06 am. 255 platinum coins. Total yield is 200500. 400 kill less than yours. Some luck...

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #18 | Like | Quote | Reply

Pterodactyl18 Member

Joined: Jun 5, 2014 | Posts: 1,

Oh man I tried making my own, looks like your latest doing, but with a few more chest, the problem is I keep making the same mistake at the last wave, by whatever reason I don't activate the last prism soon enough, so enemies end up alive me, and they kill me, also that's why it can't be used for frost moon, im sure it would work.
But really cool! Legit if doing autopause why not just sell the items instead of sack?

Jeafamy1888, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 5, 2014 | Report | #19 | Like | Quote | Reply

Jeafamy1888 Editor (Mod)

Joined: Feb 16, 2014 | Posts: 1,

@terrarraya I'm flabbergasted!!

After watching the video you linked up top saying it wasn't very good, I watched all of your youtube content.

Now more than ever I have to have the 1.3 content!!!!! Wonder how long XboxOne will have to wait....

Last edited: Jun 11, 2014

TMEC Member

Joined: Feb 16, 2014 | Posts: 1,

Terraria - Mobile Edition
Version: Android 1.3.0
Device: Samsung Galaxy Note 3 SM-N9005/N9007
Mods/Tools: Terraria 1.3.0

Jeafamy1888, Rex Ultra, Lord Terraria and 1 other person like this.

Posted(#post#): Jun 11, 2014 | Report | #20 | Like | Quote | Reply

Some nice work! Yes are not only better you also got about 45 gold more than me ^^ and you did it in one run together. Nice one!
Anyway I want try again in this patch, congrats to your results, I think that anyone can get faster than this. Maybe with 1000 trials you can (with some luck) but I'm sure it's not worth it. Terraria needs a more safe points and without luck. If you do the same job the time, the points should be the same all the time.

Thing's which need to get fixed/updated:
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Lord Terraria, Jeafamy1888 and 1 other person like this.

Posted(#post#): Jun 11, 2014 | Report | #21 | Like | Quote | Reply

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