

## Introduction

Hi there! I'm just another player who went crazy juggling items while trying to get my first base together. I felt like it would be worthwhile if I could help other people get started in an efficient manner, instead of getting aggravated like I did. Therefore, this quickstart guide!

## Foreword

GeoMastery is a *full conversion mod*. While there's still dirt and trees and chickens, nothing drops what it does in vanilla, and all the vanilla recipes have been removed or replaced. Yes, even torches. I'm going to refer to a lot of crafting, but specifying each recipe would take far too much space. Just keep the [Recipes](#) page up for reference.

## Preface: Travel Light

One of the most immediate differences in GeoMastery is inventory. On one hand, you start with only the hotbar - nine item slots total. On the other hand, stack size is dramatically reduced. Stick stack up to twelve, and many bulkier blocks don't stack at all.

This means that early on, before you have any storage, you need to travel light. You'll want to have four or so inventory slots open for the stage you're currently working on, in addition to whatever tools and resources are indispensable.

It's hard to resist the urge to collect things that seem rare, like crops or fruit. And feel free to forage to top off your hunger, but I wouldn't carry more away than maybe a seedling. It doesn't take long before you have some storage, but before that, resist the urge to collect.

Also, resist the urge to run for now. Healing eats up less hunger than running does, and since we're rushing construction you'll want to conserve your hunger gauge as much as possible.

## Step Zero: Enter the Comfort Zone

If you're lucky, you spawned in an area that is just right - not too hot, not too cold. If not, you'll start taking damage while you're there. You can tell if an environment is going to damage you because the temperature indicator will have a red border. [Temperature](#) is primarily biome-driven, so time to get moving!

For many reasons, Plains is an ideal biome if you want to be choosy, but anything that won't injure you is acceptable. Don't spend too much time finding your Goldilocks zone, because you'll need to start collecting food before too long, and we have quite a bit to do before that.

On that note, be careful when swimming. Being in water drops the temperature a good chunk, so unless you're in a hot biome that can also hurt you.

## Step One: Punch Tree, Get Wood?

Nope! All that will get you is sore fists. You need tools to be able to break log blocks and get resources, so you need to find some flint. That's no different from vanilla - any time you break a gravel block it has a chance to drop flint instead of gravel. You'll want around a dozen flint to start - that's two stacks. Break some leaf blocks to get a stack of sticks while you're at it.

Three flint will make a knapping block. Just place that and we can get started. You'll need a flint axe and a flint pickaxe, and you should have just enough flint to do the job. Just remember, you craft the tool head first, then attach it to a handle.

Next step is a drying rack. Take your flint axe and bring down a few trees. Drop all the leaves and saplings for now - they're plentiful at any time. You'll get three kinds of lumber - poles, logs and thick logs. Poles are key to early crafting, so you'll want to use the logs or thick logs for fuel for now. Six logs will make two drying racks - believe me, you won't want to wait on just one.

Finally, break three blocks of dirt and throw them on the drying racks. While that's working, grab two clay. Clay looks different than in vanilla, but it's not too hard to spot. None of this stacks, so make sure you have the inventory space for it. Three mud bricks (from the drying racks) and two clay blobs make a clay furnace.

While you're at it, go ahead and shape some clay blobs, grab some sticks and make yourself a cookpot - may as well!

A quick note. Clay and stone furnaces are "always-on" devices, which means it's always *hot*, so it can burn you if you get too close. Stay safe!

## Step Two: Rockhounding

Next step is a bit of metal. Copper's pretty easy to find, and it's on the surface fairly often. You may have to go into damaging biomes to get it, but there's not much for it at this stage. Just be careful!

We only need two copper for a woodworking bench, but grab four if you can - it'll let you get set up faster. Once you have your copper, knock down a few more trees and pop some logs or thick logs into the clay furnace along with your copper (hold on to those poles!). Be careful around that furnace - if you get too close while it's running, it can burn you!

Four poles and two copper bars will get you a woodworking bench, and two copper bars, three poles and one rubble (broken stone) will get you a forge. Go ahead and leave the other bars in the clay furnace for now - save yourself some inventory!

Note that the woodworking bench is your first multiblock. The little grid of red and green pips on the upper-right of its image indicates its size - that green pip is the block you're placing. Once crafted it'll go into your offhand inventory slot, and right-clicking will place it.

**Important note! While multiblocks can be broken and re-placed without any issue, all multiblocks (except sawpits and furnaces) will be damage by rain!** Be sure to place your first set under a tree at least (a cave if you can). A tree will only provide partial protection, but it's a lot better than open air, especially if it rains!

**Protip:** Now that you have a woodworking bench, you can use logs to craft log walls. You may not be ready to build yet, but making them into walls will let you place them, freeing up valuable inventory space for now, and giving you a head start when you're ready to make a shelter!

To prepare for the next phase, you'll want some more flint - six should be enough for now. Get some sticks and make two into a flint hunting knife, and the other four into a flint spear.

## **Step Two and a Half: Playing It Safe**

Mountainous biomes (where it's easy to find copper deposits) are damaging, and damage means lost hunger, and we haven't started farming yet. We'll be getting some food in a minute, but if you're up against a wall we can shift the steps around a little bit.

You only need one bone to make a textiles table, and even a bunny will drop that. One bone and five poles will get you a textiles table. Next, three flint at the knapping block will get you a shearing knife.

Wool clothing is crafted the same as armor, and sheep give about four wool per shearing. They restore their coat as often as in vanilla, so it's not a long wait. That's six sheep shearings to make a full set of wool clothing, which is great insulation. Plus you probably got a bit of skin for your drying rack, and a bit of meat to stave off some hunger.

If you're extremely pinched for inventory at this point, you can craft a basket to give you a nine-slot placed storage - it's just one skin and three sticks. But that one skin is going to be more useful as leather, so hold off if you can!

## **Step Three: A Time to Kill**

No way around it - you need leather and tallow, and there's only one way to get it. Anything larger than a chicken will do, though cows would be ideal - since each of them drops four carcass blocks, you'll only need to kill one for the next few steps.

Fight with the spear since it does more damage. Animals drop "carcass blocks" instead of resources, and you'll pick it up in your off hand. This is great, since it means you can carry it back to your base and butcher it there. Just make sure to break the block with your hunting knife - you won't get anything at all otherwise!

Whatever you killed will give you meat, tallow, skin and bones (plus wool from sheep). Go ahead and pop the skin into your drying racks to free up space, then knock down a few more trees for poles. Pop your meat into the cookpot with some more inventory space - raw meat spoils far faster than cooked meat too!

Five poles and one tallow in your woodworking bench will get you a box - that's eighteen inventory spaces! You'll probably want to craft a few for some breathing room, but now you're not so restricted!

## **A Strategic Aside**

A sharp-eyed reader may have noted that we could have gotten a basket much earlier. While that's true, there are several points against making baskets.

- Since baskets only have nine inventory slots, and stack sizes are so small, their use is awfully limited.
- A basket requires an animal kill, which gives a lot of resources at once - something that's easier to manage once you have at least a cookpot and a few drying racks set up, and are just a few short steps from boxes.
- By skipping baskets, we're conserving valuable leather or skin for other projects.
- Making baskets sidesteps the purpose of this guide - to provide an inventory-lean path to getting both good storage and a good suite of early crafting stations, as

well as some basic familiarity with the differences in GeoMastery. “Kill something and make some baskets”, while a valid approach, ends there.

### Step Four: To Infinity, and Beyond!

Next step is whatever you want it to be! Here's some recommendations.

- Gear up! A bone and five poles will make a textiles table. You have some leather, so you could make a backpack, or some leather armor. Alternately, you could make fur armor, or shear some sheep to make wool armor, both of which will help for your temperature tolerance. Just note that a backpack or armor (unlike wool or cotton clothing) [will slow you down](#). But you're gonna be happy you brought that backpack if you go mining! **Protip:** wool clothing offers the best insulation without any movement penalty!
- You have all the facilities, but you don't have any metals on hand. You can craft tool heads in the forge, and attach handles in the woodworking bench. You'll need those if you want to get tin to make bronze, or iron to make steel. Steel is needed for the sawpit (for advanced wood crafting) and for the best tools, armor and weapons.
- At this point you're probably in dire need of food. That early kill will take care of your protein gauge, but you need veggies and starches. Four copper bars and a two poles will make you a hoe, and then it's time to forage! **Protip:** while grains need to be cooked, they also have high stack sizes and don't spoil!
- Go to bed! You have a nice base going, so you'll want to set your spawn point. If you've been lucky enough to find both sheep and cotton, you may be able to make a proper bed - three of each plus three poles will do the trick. Otherwise, six of either of them at a textiles table will make a bedroll, which will last for twenty uses before breaking.
- Make some shelter. Most placed structures will take damage from weather, so you'll want to put them under a roof. You can get started pretty easily - you need poles for pole roofs, and you can use logs for log walls. Pole roofs are a big improvement, but not a final one - only pitched roofs provide complete protection to your structures. That takes a sawpit, which means steel!