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## My time at portia beginners guide

My time at Portia takes you into a huge 3D world where you are free to perform tasks, build relationships with villagers or just work to adapt your personal workshop/farm. It's a very cool game that doesn't punish you for making the wrong choices - really, there are no wrong choices, but some choices are better than others. That's why we're here. Below you will find 10 tips to use to improve your My Time At Portia experience. Mostly it's about maximizing time and effort so you don't sit around waiting so long. Improving durability, offensive power and production lines make My Time At Portia a much fastest and funnier experience. And that's what these tips are all about - making the game just a little more fun. #1: Don't build just one oven — Build ten! Every time you unlock a new production device, just don't build it. You want to build several and keep them all working at the same time. This will give you plenty of metal (and other materials) later. Building multiple production machines keeps your workshop gyrate. #2: Select these skills First, add the following skills. These are some of the most important skills, and updating them completely will make your life much, much easier. 2/2 Pickaxe & Axe 5/5 Intensive Training 4/4 Strike Mastery of Pickaxe / Axe reduces Pickaxes' durability usage by 50%, Intensive training gives you a bonus XP, and Strike adds damage from all sources - including logging. #3: Update your tool as soon as possible to update Pickaxe will increase its durability per swing, but the extra damage means you'll be able to crush the mines even faster. It's a profitable trade-off, and if you follow other tips, you can lower your sustainability costs. #4: Furnish Your House with furniture not only looks great, it also gives you bonuses. Fill your house with +Attack and +Stamina furniture and you can explore longer. These special furnishings pile up to a point – the level of your house determines how much bonus you can get. Check the paper near the door to see your house level and bonus cap. #5: And Accessories +Attack Gear Certain necklaces and accessories give you an attack bonus. Find and equip as many of these as you can - several are available crafts right from the start of the game. Peel the necklace with an umbrella crystal necklace #6: Grab stacks of food from the bar +Stamina Bar is a good source of cheap food. Grab the cheapest food products they have - eating them will give you a bonus for renewing durability. #7: Go spelunking to collect data disks Opening new recorders and forming new items, you need to go to spelunking. Explore ruins, caves, mines – all these types of areas and look for data disks. You find them, you return them to investigators to unlock the mysteries inside. #8: Work until morning & There is no penalty for working all night. Sleeping in bed both saves the game and ends the day. You can work, talk to people or do anything until 1:00 a.m. There's no reason not to make the most of your day. #9: Try to take on dangerous tasks early in your day The only penalty for death is that the previous storage point is loaded. You save while you sleep, so you start over at the beginning of the day you die. It can be a big penalty if you worked until 2am, then you died taking a dangerous enemy. Better to save hard spelunking efforts early in the day so you don't lose too much progress if you die. #10: Get a horse in summer You can rent (or buy) a horse in summer, and this bad boy is sky blue. In addition to allowing you to move around the map much, much faster, there are a lot of things you can do while riding. You can talk to the villagers about your horse, harvest materials and more. Build a stable if you want to keep your horse. And there's so much more! These are just 10 simple tips to get you started. We'll continue to cover this impressive indie feature soon with additional guides and video content. Watch it! Although My Time at Portia has been available on Steam for a couple of months now, today the game will be released on major gaming consoles. You can certainly find a lot of answers online, but I've found myself amazed at the simplest things when I started playing. This is all due to my experience in games like Harvest Moon and Rune Factory, and things in Portia work very differently. That's why I'm going to set up this beginner's guide. It'll get you started! Are you still on the fence? Our review is here! Abandoned workshop First things first: you get to make your character. Lots of customization options, but I think it's a bit fiddly. colors, shapes, sizes, combing. Whatever, you can change it. You can also reach the name in this way by going as low as you can and pressing A when the outline of the name box is yellow. When everything is the way you want it to be, how do you proceed? Press the + button in the upper right corner! You inherited the workshop, and it's been empty for a while. There's just a bed (well, it's something you have to sleep to be able to save). You may feel that your house is the least of your priorities. But repairing wooden boards and placing furniture also has advantages. I just put a pink sofa with bear ears (very cute) which I had found in the rubble and was rewarded with extra attacking power! Sustainability and HP Stamina work differently in My Time at Portia. There is. bars: one for HP (red) and one for durability (yellow). You can supplement both by eating and using the drug. In the beginning, however, I wouldn't worry too much about it. When the yellow bar is low, there's nothing more you can do. No breaking rocks or cutting down trees. Go to bed and everything will be resolved in the morning. The only way to save it for sleep is a bit of a shame. Reminds me of Harvest Moon games. You can stay awake without any problems until 2.30am. By then, you're going to collapse. But if you're in bed before then, you're fine. You won't wake up later. Start at the work and assembly station What made me confuse at first is the different craft stations and machines you need to get ahead. Take this instruction: the work player makes objects and furniture. It can be moved over the site and upgraded at A&G Construction in the city. To do things on your assembly station, you need drawings in your manual. You can have them from the city research center when you have a special ass. Or you can get a research center to look at the data disks you can find in the ruins to see if there are any drawings. In a day or two, you'll get new drawings in your mailbox. You start with these two, and they make the first machines you need. And those machines, on the other hand, make the more advanced machines you need. First bookings The first task using the creation table is to do the logging and axe. This is quite simple, all you have to do is pick up wood and stone around the farm. After that, you have to make a stone oven. It wasn't immediately clear to me that I needed it to do things, but you do: put it in your yard because you have to do a lot with it. It needs wood as fuel, and then it can smell bricks of stone, copper bars from copper ore, glass from sand, etc. The next task should be a planting box that allows you to grow your own plants. It's going to take a little more work because you need a wooden board. It took me forever to realize I had to make a civilian cutter. Call me dense, but I searched the whole city to find a store called Civil Cutter just to realize it was a machine I had to make. © we finally got into the civilian cutter. I'm going to give you this first one as an example because it's how the game works: the materials you have to do yourself first. The aspirations of the main story are rarely straightforward things, which only adds to the charm of the game. I call them nesting commands. Anyway, for Civil Cutter, this is a sequence: make a stone stool using a stone stool on your craft table make a Stone Oven with a stone stool and wood Use a stone oven made of stone bricks and copper beams Make a grinder with 2 grinding stones (made on your craft table) and 2 in the old section (I found them in ancient ruins) Grinder from copper bars Then you can finally make a civilian cutter for the assembly station. Cultivation in planters The crops you sow do not need water. If you can give them fertilizer, it will make the harvest bigger. However, watering is not required. However, a season has been set for several crops. But if you sow the wrong season, there is no stress: the seed is in the sand in the stasis until the right season rolls forward. Eventually, you can also buy bigger planters and tree seeds. Buy these at the church shop, which is placed in one of the town squares from time to time. You can pay with data disks. Finding basic materials in ruins You need a lot of materials for all the things you need to do. You see things in the fields that you can pick up, they always sparkle. But it's not enough because you need a lot more than that. Some are easy to get, such as wood (chop shreds and trees) and stone (break big rocks with your logging). Others are harder. There's a lot of stuff in the ruins. The ruins are quite different from any other dungeon I've ever committed. The first are abandoned ruins where you don't meet monsters. More ruins to follow. To get in, you have to pay an weekly fee, but with it you get a relic detector and Jet Pack. When you enter, you see a huge cave of rocks, nothing more. Use the scanner to hold the chip. This is important if you don't wear it, you won't see anything. Look around until you focus on the yellow sit. Lock it by looking at it until the circle is full. Press ZL to turn off the scanner and go to that point. I was confused about it at first because the distance didn't decrease. But the thing is, this is a point far below the surface. Take a good look and you'll see a vertical line that goes to the ground. You use logging by pressing Y hack at that point. The more you go into the country, the more you find. Be sure to use the scanner again when you are at the bottom of the hole you are digging. There's a lot more stuff. And then get out of the hole with a Jetpack. You're quickly losing your way to ruins. At least that's what I did. Don't forget that by going to your map (button) you can go to the entrance by pressing the button Y. Dungeons various Except for the ruins where you collect ore and relips, there are also dungeons at play. They go by different names, but what they have in common is that you have to fight monsters. In addition, instead of mining, you can catch prey from the monsters you kill. One of the first to enter is the island cave you scan the bridge. One is the ruins of a sewage plant. Make sure you've upgraded your weapon because you won't get very far with your training sword. And remember that you can also improve your stats with furniture in your house. In addition, you can add and accessories for your character as well. Because my time at Portia is such a huge game, I've just scratched the surface here. Enough to get you done. If you want to know more, I suggest you visit Fandom Wiki. All that's left is, have fun! Fun!