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That's the hardest part! You need a few things that can only be found in Nether. Go to Nether You need to build a Nether Portal to get to Nether. If this is your first trip there, be careful! You will need good armor, a bow and lots of shots. If you have armor with a fireproof spell, the better. Find the Nether Fortress Find the Nether Fortress; it is a building made of Nether bricks. Fortress; Watch out for dark Nether bricks. A little Nether Wart Explore the fortress until you find a little Nether beard; will grow in Soulsand at the bottom of the staircase. Collect the entire Secret Wart and dig a sand soil while you're on it. If you see more Soul Sand on your way back to the portal, get a little more. Get Blaze Rods Find Blazes, kill them and collect at least one Blaze Rod. Be careful, the Blazes are a dangerous enemy, and it's better to pick them up with shots from a distance. In the Fortress Nether you can find Blazes, but sometimes you will find rooms with Spawner Blaze: dangerous so too close to them. Now go back to your portal and get ready to infuse! Set up your Nether Wart Farm First brewery, place Soulsand, which you brought back, and put some Pots worth on it. This is your Nether Beard Farm. Nether wart is a component of almost all useful potions. Craft brewing stand use Blaze Rod and some Cobblestone. Place a stand for brewing beer. Nearby you will also want a chest, a craft table and a well. Water supply, brewing stand and storage. To start brewing, you will need some glass, some Nether Wart, and some potion ingredients (check out the recipes to see what you need). Brewing potions Prepare water bottles Make a few glass bottles: Fill three bottles with water by right-clicking on the well (water bottles do not apply, they will appear elsewhere in your inventory, so make sure you have free slots first. Charge the brew stand When you right-click on the brewing rack, the brewing interface opens. Place the water bottles in the bottom three spaces. Add the first ingredient The first ingredient will almost always be Nether Wart. Place it in the top slot. You will also need to add a little Blaze Powderto the power of the brewing process. After adding both of these, brewing will begin. When the brewing is complete (it takes 20 seconds), the water bottles will be turned into potions! This elixir is called awkward elixir, and is not useful on its own. You need to add a second component. Add a second component It's time to add a second component. This component will determine what kind of elixir you are doing. Glistening Melon gives you a health elixir; Use sugar for swiftness elixir, Blaze Powder for potions of strength, or check out other recipes here. this step is complete three useful potions! Optional ingredients Further ingredients can be added to make a stronger elixir, or splash elixir, which can be thrown at friends or enemies. Redstone Makes the effects of your potion last longer. Glowstone Makes the effect of your potion stronger. Gun poacher creates an elixir that can be thrown and will affect nearby players and mobs when it break. Dragon's Breath Converts a splash elixir into a lingering elixir that can be thown and will create a gas cloud elixir that will affect anyone who enters it. Drinking the elixir Hold down the right mouse button, just like the food. Shelters are created by players to basically go through the night and fend off mobs. The list of shelter design and tutorials are as follows. Extremely cosmic shelter deep underground. Types of shelters to consider [edit] Example of a large shelter. Mountain Hideout Floating House Small dirt hut (Good for the first night) Small one- or two-story house Large house 2 or 3-storey Fort on the hill Underground shelter Small fort Larger fort or castle (a collection of buildings, sometimes arranged around the courtyard. Usually with defense) Wall from the area (Even if there is no ceiling, it will still allow you to sleep if it is closed) Very large lock (about 40×40×23) Manor (Larger than 30×30×10) Cabin dug (When making, you can get and do not use blocks unless you run in the hole that you want to block.) Underwater base (not a good first shelter.) In general, you want to start basic, do not over-exert on the first day! Let yourself be creative! Build a dock or city. It is good to have useles buildings just for their appearance. A collection of small builds can make something much larger than one large building. Very large flying castle shelters for the first night [edit] Here are some options for sheltering on the first night that can be built with limited resources. Hole in the wall[edit] When collecting cobblestones and coal on the first day, you most likely dug a small hole in the side of the surface cave or stairs down through the dirt. In both cases, you can use this hole as a shelter. Dig a few blocks in the wall of a hill or cave, then you can dig a small room (8×8×3 is the most recommended. It's not too small, but not too big.) Move your craft table and bake here, and make sure to light it up! You can place the door on the other side of the entrance to the shelter to protect you from mobs while giving you access. It is generally recommended to put it from the outside (go outside the shelter and put it looking inside.) If you don't have wood to lose on the door, just cover the entrance with dirt or bruise when night falls, periodically breaking it to see if during the day (watch out for mobs!) At the top of the pillar.[edit] Pillar Shelter hostile mobs. Build a tall 1×1 column below you by jumping the pillar: look straight down, jump up and place one of the blocks in the space from which you jumped. By doing this repeatedly, you can get high enough above the ground that ground mobs are unable to detect you. You can make a pole of dirt, wooden planks (remember, 4 log boards) and even pavement, but avoid using sand or gravel to make a tower (see below). Moving 10 or 12 blocks up is usually enough, 16 is safer (skeleton range), and 20 or 30 is more certain. Zombies can track the player 30 blocks up, but they cannot reach the player. You can also use stealth (holding ⇧ Shift) to lean over the edge to place additional blocks as a shelf. Then you can put your craft table (and soon bake) on the shelf and work for the night. Be sure to get them back before I go down! You can look around and see what happens overnight, but try to avoid placing a cross on the enderman. If you haven't slept in 3 or more days in the game, watch out for phantoms that can reach you on the pillar. Otherwise, watch out for climbing spiders or even an (unlikely) spider jockey. To fight off spiders, you can break one of the blocks under the upper block or build a lip around the block on which you stand. You do one of them by crouching as above, and placing or breaking blocks. They won't fall unless you let go of the shift key by leaning over the edge... or if you're not attacked, so don't do it if the spider is actually approaching you (or if your tower is under 20 blocks and the skeleton is at the base). If the spider does not climb the pillar, they are quite unlikely to actually reach you, but, just in case, hold your stone sword in your hand and bash them as soon as they get to reach you before they come to you. (Attacking them will knock them down, causing them to deal fall damage.) When it's light enough and the undead burn, just dig up the blocks where you're sitting until you get back to earth. (First, check out nearby derailers and other monsters!) Don't just jump from the tower unless there's no water underneath you – if you're tall enough to avoid mob detection then you're tall enough to get damage if you jump or even die if you have 22 blocks or more. Also keep an eye out for spiders that can meet you halfway and knock you out of the tower. If the trunk hangs at the base of the post, and you have more blocks, try to go even higher — 30, 40 blocks, and even to the level of the cloud. This makes the monsters on the ground despawn much faster (because they are now farther away from you). Do not use sand or gravel, because unlike most blocks, gravity affects them. You can not put shelves with them, because they fall to the ground. (However, you can block of dirt on the side of the sand column, and this will remain, even if the pillar does not. Not, in particular, if the trunk notices you and blows you up at the bottom of your pillar, the rest of the sand on which you stand will fall closer to the ground, taking you with you... and apparently you were already low enough that the monsters noticed you. (In addition, the passing enderman can pull the block out of the pillar.) If you really get stuck and have only sand or gravel, make a pillar very high, at least 20 blocks. If you're in the desert just with sand and cacti around, and there are no other blocks available, don't use cacti (they'll kill you). If you have time, try to collect a lot of sand to make sandstone. If you have at least 40 or 50 sand (a full stack of 64 is better) by nightfall, you can make enough sandstone per pillar, even without a craft table: Press E for inventory and craft windows, divide the sand between all four boxes of your craft grid, and take sandstone. (Use a pickaxe to remove the tower in the morning.) Unfortunately, you need 4 sand to make each sandstone block. Up a tree[edit] Find one large tree and use dirt (or another unaduceable resource) to get to the top and stay there until the day comes. It is recommended jungle, high spruce and large oaks. Mobs won't notice you if it's a big enough tree, and if so, just take echeal action and move to the other side of the tree. Spiders can give you a problem, but hopefully they won't see you. If the canopy of leaves is large enough, you can actually dig into the leaves where the monsters can't reach you. If all else fails, jump between the treetops. At the end of the night, you can sooth the tree. Be careful not to sooth it before you finish using it as a shelter, or the leaves may begin to disappear, leaving you out of nowhere to stand. Three blocks high hut [edit] Through four three blocks high walls around you, you can just hide from most mobs. Adding a roof (in the third block, that is, 2 blocks high inside) protects against endermen (who can not fit) and spiders that might otherwise climb the walls. You can make it out of almost anything – the pavement is safer, you can use wooden planks if you have enough, but even dirt will do in the crosshairs. You need 13 blocks as a minimum (four 3-block high pillars around shelter 1×1), but two or three times, or even a whole stack of 64, lets you build something that you can actually move around, and do some crafts and smelting overnight. (Please note that you can use the craft table and/or furnace as part of the walls.) In the event of an enderman theft, keep it in your inventory or in a few of them in a spare state (see below). You have two main dangers: One is spiders, which can both sense you through the walls and climb the walls. However, they can not fit through small holes, and if you do with only a one-block hole, spiders can not get through (but you can still tell when the day returns). Another threat is that enderman wanders and takes the block from the shelter. Wait until the enderman a little go away, then replace the block, with one of the spare parts if possible, not letting the cursor cross enderman (looking at them). When full daylight comes, my door in the wall, and go out. Watch out for monsters and, in particular, get ready for very quick escapes from the derails. In the cave[edit] If you have found a cave system, you can fix it in the lair — good can form the basis for the rest of the game. If it ends quickly, it will take the entrance. If that doesn't stop, build some shelter around you, closing any additional exits or holes deep. Do not worry too much about the natural walls of the cave; Monsters can still be heard through the walls quite loudly, but they can not pass unless you leave a hole. To block the cave, for the first night you can use walls of dirt or pavement similar to a hole in the wall. If you have enough wood, you may be able to create a fence and fence gate and place them on the other side of the entrance and the holes at the back. Make sure you place walls or fences behind the upper lip of the cave (or extend the ceiling above the barrier), or monsters can fall inside the barrier. Also, be sure to illuminate the area before you calm down. Similarly, remove any stray blocks, in two places outside the fence, from which the monster could jump on the fence (try to jump yourself). If you use fences, also make sure you retreat to the cave and away from the entrance (out of sight or 16 blocks away), or the deceit can fall and just wait for you to come out. Later, you can be more sophisticated in sealing and strengthening your lair. As with Hole in the Wall, you can dig into the cave wall while waiting for dawn, but keep a few blocks at hand to patch any holes you can make in another cave while digging, which can have an enemy crowd in it. If you place a pickaxe on one of the hotbar slots (used to quickly move between items you carry in your inventory) and eg dirt is placed right next to it, you can quickly switch between the tool and this type of block to close the hole that you just made. This can be very useful when you come across a hole that contains mobs. Hill Fort, like cave systems and bunkers, and the castle tower. Mountain forts are forts that can be made of strong or earthen materials such as dirt or stone. Unlike a castle or tower outpost, hill forts have better defenses and you can create your own cave system for a hidden base and hidden storage for important things. You can also create a bunker directly in the fort or near the fort. Hill forts are better for PvP bases and raid breeding because you can hide magma blocks under the trapdoor and make lava. For starters, Fort Hill, just get it out of dirt or any earthen materials like sand and gravel. For easy Hill fort, it will be made of all wood materials such as oak and oak planks. In the case of a normal Fort Hill, this can be done with any stone materials, such as pavement and smooth stone. You can also install defensemechanisms using magma blocks and deep hill moat. For hard Fort Hill, it will be made of obsidian, so no one can easily destroy it. You can install deadly traps, such as the night of activating the lava trap. For the advanced and intense Fort Hill, it can still be done with obsidian, but with a new cave system and labyrinth using, so invaders can't easily find you or your loot. In any case, you can install any pitfalls, even if you're still a starter. Cave and maze systems can make two, even if you're still in the starting fort. Forts are awesome in raid agriculture because you can install traps in it to kill invaders (except vexes). Out to sea[edit] If you're near the ocean, you can make a boat (see this page for the recipe) and sail out where you can barely see land (in any direction). If you can't make a boat, just sail out to sea, holding a space all night to stay on the surface. Either way, you won't get any crafts or smelting done. Keep in mind that drowned can board boats and cause damage, so getting to the ground and building a shelter is better. Break the golden rule [edit] When you're desperate, you can break the golden rule of minecraft (Don't dig straight down). Dig three blocks down, and put a block over you that is not sand/gravel. Congratulations, I just made the fastest shelter in Minecraft possible. Since you probably don't have a clock in the game yet, you can use the real-world clock to make it into the night time (7 minutes, with up to 3 more to allow dawn/dusk). If you have dirt or stone next to you, you can dig a few blocks there, and put your craft table and stove. Sometimes hold a hole in the ground as a basis. The flashlight makes your little hideout feel a little less like a grave. Vertical hole in hiding[edit] This design allows you to see what happens every time you go out, but requires some extra wood. Once you reach the stone, you can mine some of the stone, furnace units, make charcoal, and artisanal flashlights. The next morning, check out the mobs, especially the derailers, as you get out. Blocks to use [edit] These materials are good because they are: More or less easy to get. Quite nice looking (if used correctly). If you want to have a specific theme, such as Nether or End, you can use some materials, such as bricks or end stone with these dimensions. If in Creative or you have easy access to the sand, the glass often looks nice and you don't need a torch. Use it to make the greenhouse look, or just if you like the sun. Basic rooms[edit] There are several things that are very useful to include at home in Minecraft. Foyer [edit] Each should have a main room with an entrance from the outside. It features a bed, stove and craft table. It would be convenient to connect all corridors or separate rooms with this room. Some tools, weapons, armor and/or food stored in your chest can be useful, as then you can collect some necessary materials quickly upon arrival home for a quick supply. The Craft Room is helpful for the player when creating items. A craft room may contain a craft table, at least one stove and a sufficient number of crates containing common craft materials found during extraction or sightseeing, such as wood, paving stones and iron, as well as any other materials that may be useful in manufacturing, such as sticks or wooden planks. Labeling crates will help to organize. There should be quick access to storage from here. Wood would be a nice material to use because it fits the theme. Smelting room[edit] This room is important if you are a great miner and/or adventurer because you can quickly smelting a large number of ores. Make a large room and line the walls with stoves, possibly keeping chest full such as charcoal or wooden boards inside as well (a bucket of lava is very good too. It can smed 100 objects and is also a good light source.). The advantage of having multiple furnaces is faster total smelting time, because each furnace is able to operate independently. About any furnace full of said fuel is also helpful. This room can be easily combined with a craft room and can be the most convenient. Also, remember that you can use tanks if you want to automate smelting operations. A warehouse full of crates to store all the dirt, pavement and other less valuable materials that accumulate in your inventory during extraction. You can also make a lava bin to get rid of unwanted items; this can be done simply by digging a hole (do not use wood, etc. You can also build another warehouse, with a guarded and hidden entrance, although this warehouse is usually filled with more valuable and rare materials, namely gold, iron, diamonds, emeralds, etc. Entering the mine is generally a good idea to put the entrance to the mine inside the shelter, just so that if you come back at night you will not meet mobs. It's probably a good idea to make sure that the mine is well lit by torches, redstone lamps or glowstone. If you play in the mode in addition to the quiet, you should put the door so that the mobs do not get in (use the iron door when on hard - zombies on this difficulty can damage the wooden door to the breaking point). The buttons are useful for any barrier opened only by Redstone. Bedroom[edit] Sleeping in bed resets rebirth to this bed. It's a pretty good idea to have it in a safe bunker. It is also a good good to keep this room away from the outside, so the crowd can not prevent sleeping or blowing up the bed. Brewery[edit] After you've been to Nether and collected a few donkeys, you can create a brewery that's just a room with a brew stand and a cauldron (however, the water source works the same and won't run out). It's great to be able to brew a few potions to get ready to leave the base. Attach your chest with some of the ingredients of the elixir, such as sugar, redstone, blaze powder, warts to the heads, dust glowstone, spider eyes, magma cream, fermented spider eyes, glass bottles and well, as well as this is an unlimited supply of water. Positive effect potions and an example of a brewery can be found on the beer brewing page. Enchanting Room [edit] After collecting diamonds, obsidian, sugar cane and leather (to make a book), you can build a Enchantment Table. It allows you to enchant your items (see Enchanting for help in designing), and since book shelves give you a higher level of spell, this room can also be a good use for sugar cane. It's also a good idea to keep this room close to the mob grinder to easily recover xp and keep your chest with books in that room to charm them and, of course, shop enchanted books. Farm[edit] You need a food source easily accessible from the shelter. Wheat seeds are the easiest food to get, so start with them. Later, you can plant other crops, such as potatoes and carrots. The aforementioned crops can also be used to breed some passive mobs for more efficient food. You can also grow pumpkins that are obtained from dungeon crates and/or found in the desert (usually taigas, extreme hills and forests). Melons seeds found in dungeon crates are not a good source of food, but they can be good for potions by glistening melons. Beet seeds are also a choice, although you need to find a village or visit the end or get beet seeds that are extracted from the dungeon crates first. Later in the game you can also build farms for other plants such as sugar cane, cactus or chorus fruits, and even flowers and tall grass (details explained in the Expansions section). Kindergarten (tree farm)[edit] Eventually you will use all the trees in your immediate surroundings, so you will want to replant them with seedlings. Keep it well lit, both keep away mobs and speed up tree growth. Birch is recommended because it grows the fastest, but oaks and jungle trees are also a good choice, due to their apples and huge sizes respectively. It is difficult to build indoor or underground tree farms that will provide your wood needs unless you use bone meal or keep it well lit. Create a room bigger than Armory is a room near the front door with crates containing food, armor; weapons, this is for easy access when you go outside, so you can quickly prepare for and collect items. For an even faster alternative, this room consists of multiple dispensers, activated with a single button or pressure plate, providing the adventurer with a way to get started immediately. It is very useful for exploring dangerous caves and going on night trips. Smithing room[edit] Once you've built an anvil, you can make a room with a craft table, a smithing table, a chest, easy access to a charming room and, of course, an anvil. Useful if you fight monsters or other players a lot. Nether portal room [edit] After at least 10 obsidians, either from extracting it in a cave or obtaining it through obsidian agriculture you can build a Lower Silesian portal. Once built, activate it with flint and steel, and you can go to Dojna. It can be used for fast travel and getting lava, netherrack, Soul Sand, Nether quartz ore and glowstone. Watch out for ghostly, zombie pigmen and burns, as well as magma cubes. Building another room on the portal in a doca for protection is a recommended idea. Keep in mind the pavement is a good block to build in Nether because ghosts can't destroy it with their fireballs. Note: The player can potentially create a cabin with all of these. Extensions [edit] These projects, although not entirely mandatory, make your database more useful and interesting. Kitchen [edit] It is basically a craft room, but only food crafts. The chest should contain most basic foods, including wheat, milk, eggs, etc.. Many people, instead of the kitchen, simply produce food in the craft room, but the kitchen is a nice extension, because it separates craft materials, so as not to fill craft crates with wheat instead of wood. You can also add a smoker if you want. Bakery It is basically an extension of the kitchen. You can build this and the kitchen, and just combine them. You could use this for cake, pumpkin pie and bread. Place the craft table, chest and, if you like, the cake display table. If you want to make a large amount of cakes, make a cake under or near the bakery. Pantry It is also an extension of the kitchen. Make sure they are categorized so as not to mix. You can use your chest or dispenser to use everything in them. Place cooked meat, bread, cookies, cakes and melons in them. Note: If you are using a dispenser, you must activate it using a redstone signal. The Control Room is a common room to find the most advanced players in their homes, but only if they said that an advanced player uses a lot of redstone in their builds. Controls all devices redstone player has and usually consists of: Levers / Buttons / Other input methods- They are used to activate / deactivate signals Redstone Flashlights/ Redstone Lamps- They are mainly used to determine whether signals are turned on or off. Signs- These are probably the most important you can have in your control room. These help you determine what each lever/button does. Maze [edit] This is mainly for if you get bored. It's quite simple and obvious how to build and use. Mob XP farm/drop collector [edit] Farm experience uses water currents to push most mobs to the central area. With mobs in the hole, pistons are used. Use a piston crusher or a long drop to get the mobs to the heart 1/2. Mobs can be killed by hand or with a little potion of harm (Healing for undead mobs) to earn XP. Note: This is more effective for many spawners because more spawners mean more spawning opportunities. You can also get drops from every mob killed. This can also be done with large dark rooms with platforms. Mobs appear and fall into water currents, where you can choose what happens to them when they come out of the spawning chamber. Rebuilding the wall[edit] If for some reason you want to have a wall that you can't get rid of, you can make a pavement generator and make the pistons push the pavement (which reforms) into the wall unless there are no missing blocks in it. Take a look at Sethbling's channel for more information or the indestructible wall of the Mumbo Jumbo V2 In-Shelter Teleporter Room [edit] If you have cheats enabled, you can create a room that teleports to other rooms in the shelter. You will need command blocks and basic knowledge about using commands to make room. Redstone lab[edit] Laboratory is a large, transparent and safe area where you can safely test projects without interference. When creating large redstone projects with complex parts, it can save time and effort if you first test your ideas. However, it is often best to test ideas in creative mode and implement them in survival. Cake factory [edit] The cake factory simply provides a way to quickly produce dough by having the necessary ingredients nearby and produced in the immediate vicinity, most often in one large factory type building. To make a cake factory, make a wheat farm, a sugar cane farm, an egg farm and a cow in a cage (make a cage so you can water the cow.). Place the craft table and chest. When you have enough materials from farms, start making cakes. It's a good thing to put under/next to the dining room in multiplayer mode. Path/road[edit] Consider building a road or path between buildings or to the nearest village. Be sure to light up well so that mobs don't appear! A good material is the Grassy Path. Cobblestone Generator[edit] See also: Tutorials / Cobblestone Farming Cobblestone Generator provides a safe and convenient way to collect paving stones. They typically involve mixing water and lava. Bunker is sometimes called a panic room, a bunker is a small room made of materials (e.g. obsidian) with iron doors with an opening/closing system inside the room. This room must have a bed, craft table, stove, as well as a chest with basic basics (food, tools, armor and weapons are a must). It must also have a high brightness of the interior to avoid the appearance of monsters inside. There should also be only two height blocks, so Endermen can't teleport inside. Panic room is a place designed only for fun, where you can put the entrance somewhere where you do not want to look for another room, eg. Scout tower[edit] A cheap and safe way to explore the terrain. Keep in mind that they are mostly outdated by maps if you have the resources to get them, although the map does not tell you if there are any aggressive mobs outside. Seeds and Flower Farm [edit] You can have a fully automatic flower and seed farm with just a little redstone and tons of bone meal! They have an ×8 area of grass with some hoppers at the end. Then place the row dispensers on the back, facing the grass and place buckets of water in them. Connect a little Redstone with the BUD switch at the end and delay with repeaters. Join another Redstone line and connect it to dispensers, under the grass and filled with bone meal while the grass stands on top. If you do it right, automatic block updates should cause the grass and flowers to grow and immediately be destroyed by the flow of water and be carried along the stream and the water will automatically get sucked in. XisumaVoid get a good tutorial. Beacon/Lighthouse[edit] High tower with some light source on top means you can see your base from a long distance. Useful if you are visiting a lot, your spawn point is far from your base or you have not yet made a bed. Beacon room [edit] Make this room by kicking a hole 6×6×6 and building a base pyramid of the selected material (iron, Net, Diamonds, Emeralds, Gold). In addition, you can put in several chests with diamonds, netherite, iron, emeralds and gold and / or make it look like an altar. Breeding / pet area[edit] If you have tamed a lot of wolves, breeding is a good place to store them. A simple raccoon-like structure will push, but be sure to get it well lit for the dog's safety. The area for pets is similar to breeding, but holds dogs and cats. For a more realistic feel, separate them. Well[edit] Renewable water source is useful for different projects. Put the water in a 1×3 ditch and you can take water from the center many times! For a more aesthetic pool, 2×2 also works, and you can take water from any of the squares. Mushroom Farm[edit] Large room with flat floor for growing mushrooms. You can illuminate your farm with torches or a glowing stone placed on the ceiling to prevent mobs from appearing. Just make sure that there are no places on the floor where the light level is greater than 12. If you have material, Redstone flashlights are good for that. For more information, see tutorials / Mushroom breeding site. Page. Find a small cave or make one, put a few mushrooms inside and completely seal it without a torch and check on it/clean it. It also provides drops from enemy mobs. Sugar cane and cactus farms[edit] See also: Tutorials / Sugar cane farming and cactus That's easier to manage, but slightly less useful than the above two projects, rearing sugar cane and cactus underground requires little effort. The cactus farm requires a growth of sand, and sugar cane must be adequately irrigated with water in one block. If you don't want to spend a lot of time collecting a cactus, place a three-block pole next to where you want the cactus (see Agriculture for more information). Indoor animal husbandry will illuminate a large area with grassy floors. Then put two of the same kind of passive mobs (i.e. two pigs or two cows) inside. Then you can grow them together and you can collect wool, leather, pork, beef and raw chicken safely. You can put in the middle of the tree to make the animals feel more comfortable, or, if you are really ambitious, build an artificial forest. Pond [edit] It's very easy to make and can be very useful, especially if you don't already have a wheat farm. It is enough to make a hole long enough to throw a fishing line, about 8 blocks long and at least 2 blocks deep, and fill it with water. Music Room[edit] Room filled with blocks of notes to enjoy the melodies. This can be done with or without redstone repeaters. Library[edit] Not only is it a great use for excess sugar cane, the library can also add some class to your home. It can serve as an enchantment room. If you have active mines scattered around the map and use minecarts to haul your belongings back to base, dig a universal stop point under your base. You can also make a railway node outside or connected to the base. Minecart Chest System [edit] After many days in Minecraft, you will soon have the opportunity to automate everything (farms, doors, etc.). The most useful automation you can do is the minecart chest system. You can simply create minecarts with crates, powered rails and several rails, and you can create a system for sending ores from mine to base, gravel to flint room[edit] When you have multiple piles of gravel, it can be useful to convert most (leave a little to extract) gravel into flint. It is just a large empty room (4×4×4 space has a stack of blocks) that can be filled with gravel, before destroying the gravel, getting a little flint in the process. It is most effective to do this 10 – 15 times for every 20 stacks, though about 5 for 10 stacks, and 30 for 50 or so stacks. The room can contain a chest with shovels, as well as ingredients and a craft table for fast production flint and steel. The target exercise rooms [edit] Make this room dimly lit so that enemy mobs can appear when you enter this room, always close the door when and go out, arm yourself and kill the crowds there. Light the input area with torches. It helps you gain experience and loot. Target manoeuvre (not hostile) [edit] Make this room with a stack of bows, arrows and several colored blocks, such as dyed wool (to determine the rank of the distance) at different distances with buttons on each of them pointing at you with each of them connected to a red stone lamp. Target blocks are a good element to use, too. Bridge[edit] If your base is near a lake, the bridge can help you cross to get resources and provide a safe place to fish. Just create a 3-block wide track (using pavement would be a good idea) by water, and you have a basic bridge! When you have time, you can add a ceiling + walls (for safety at night from crowds and during a storm) and crevices on the side (as a dock or a place to fish). Bathroom[edit] If someone wants to fish indoors or drown, the bathroom is perfect for them! Make a bath, toilet, and if the player is good with redstone, a shower with pistons is always a good idea for those who want to show their home to others. When the walls are made of paving stones, make a hopper attached to a dropper or dispenser to make a sink (just add a lever facing down above) or trash can. If items can't reach the outside for other players, add a remove items button to empty items into a chain of hoppers that lead to a public chest/savings store, or empty items for something that destroys them (such as cacti, netherrack fire, lava, etc.). Attach the hopper to the dispenser by sneaking, then place the hopper. It won't work without sneaking. One wise idea is to have entrances to the secret rooms in this room. Dye room[edit] Nice room where you can store colors and clay. Usually it must have only one chest, but it looks nice with hardened clay walls. Balcony[edit] Nice place to enjoy the view and nice fresh air. Also a nice place to pick up those ugly deers hanging at the front door. Incinerator[edit] lava room, to remove unwanted materials. A good way to do this is to create two blocks of high hallway with lava at the end, and block the slab just before the lava. This means that they are able to approach the incinerator, but not to it, eliminating the fear of death. Watch out for lava around flammable materials. You can replace lava with cactus or burning netherrack. Baskets can be used to chain hoppers, which can lead to a savings store where players can be charged for taking items. Adding this to the incinerator will add a source of money. If the hopper chain is full, the items will be destroyed. Example Incinerator Design Indoor animal husbandry Light up a large area with a grassy floor. Then put two of the same kind of passive mobs (i.e. two pigs or two cows) inside. Then they can be multiplied together and you can collect wool, skin, pork, pork, raw chicken. You can put in the middle of the tree to make the animals feel more comfortable, or, if you are really ambitious, build an artificial forest. Mob Breeding[edit] See also: Tutorials/ Mob Farm Safe, renewable source of gunpowder, shot, rotten body and bones. This makes discovering much safer and can provide resources for large quantities of explosives. See also Mob Grinder. Water elevator[edit] If you live in any building that has more than one history, you may want methods to easily get up and down without stairs or ladders. One way to do this is to make a waterfall that passes through the center of the structure. Make sure you have one block of space on each side so that your character can be out of water enough to breathe while climbing. Just hold down the jump button (spacebar) while inside the waterfall rise. This method can also be used to create an elevator for flying islands or houses. Defense[edit] See also: Tutorials/Traps These add-ons make your base safer and entertaining. Button self-detect[edit] Quite obvious button that blows up your base and kills mobs and/or griefer at home. Be sure not to close during an explosion (or you can hide in a bunker with a switch inside)! Also be sure to have a backup of the world! Arrow slots [edit] These are small holes in the wall through which you can shoot arrows, but they are small enough that skeletons and other players have difficulty shooting at you. This can be achieved by laying cobblestone walls (holes can be shot) or simply digging a single block hole through the wall and placing the slab at the bottom. In addition, placing a non-block part of the stairs facing each other and using the function of stairs upside down, you can make the slots of the arrows almost impossible to shoot, unless you are close, so it is recommended to place them far above the ground. Murder hole [edit] First dig a 2 block deep hole in the ground. Dig another hole 3 blocks deep, 1 block from the first hole. Dig out the block that separates the bottom of the 2-deep hole with a 3-deep center. If done correctly, this should allow all mobs (except spiders) to fall into hole 2 of the block. Then you just go into a 3-block hole and attack their feet. Murder Holes often work best next to a perimeter wall of some kind, with 2 deep outside and 3 deep inside. An additional addition to this is to make a large number of murder holes, and form a tunnel system of sorts so you can watch multiple holes at once. They were presented by Paul Soaresjr in his Minecraft instructional videos. This works best before version 1.2 because mobs have new encoding that that it is difficult for them to fall into the holes. They will simply move through the holes deeper than 2 blocks. The solution to this problem is to place the characters around the holes, but usually usually than it is worth. Skylight [edit] While this may not sound like much of a defense, a small skylight above the entrance/-exit allows you to easily see any mobs (especially spiders) waiting to throw themselves at you from above. Not recommended in multiplayer because it acts as another way for griefer to find their base. Anti hostile mob passage [edit] You can use the fact that snowballs push hostile mobs, building a 1-wide bridge over lava and putting snow golems on your side (see gallery). The player and passive mobs can pass safely, while enemy mobs will be pushed into the lava by snowballs of snow golems. Overhang[edit] Because spiders can climb walls, the base must have a ceiling or overhang along the outer walls to be safe. The walls must be at least four blocks high (because spiders can jump up to three blocks in height). Of course, the closed roof with lava pond on top is also nice ... Circuit [edit] Adding torches around the base can reduce the amount of monsters that appear nearby, so add some light to your lawn! You can also use fences, cacti and burning netherrack to stop enemies. Just remember that spiders can jump over fences. Floodgate[edit] Using a fairly simple redstone circuit connected to the lever at one end, and one or more pistons at the other end, you will be able to build some simple gates. If you first expand the pistons, then put water or even lava behind it, you can get rid of or even kill the crowd passing by pulling the lever and letting water or lava flow! For a quick morning mob clean-up and a strong sense of catharsis, you can put lava floodgates around the entire shelter, standing outside. One throw lever reduces the surrounding landscape to a bare wasteland! Do not use in wooded areas. Moat[edit] The simplest of them is a dry moat or a can, a few layers deep, so that skeletons and zombies can not get through. This can provide you with a fairly safe area that is located outside. It can be filled with water to push enemies into a mob grinder, or just filled with lava that has more dramatic and obvious effects. Note: Using lava during the construction of the shelter built flammable blocks, such as wood, wool or wooden planks. Tower shelters would be good to have a three-block deep-sea moat to break the player's fall so they can safely fall to the bottom. Lake[edit] If the moat doesn't feel enough, build a lake around your base, preferably a few levels below the entry level and with a bridge to allow easy access back and forth. Again, it can be water, or, if you want a dramatic style, use lava. However, be sure to protect the bridge well and make sure you are protected from the island if you miss the spawner. Making a bridge deceived from trapdoors is fun for the actual bridge. Archery[edit] If you have a large amount of Building a small tower to pick up nearby monsters can be fun and provide useful resources such as gun powder. Dispenser Tower[edit] Place the dispenser with several arrows in the selected location (preferably next to the door) and the stone presser/lever/pressure plate attached to it. This is useful if mobs want to visit you. Splash potions can also be used as ammo, but are harder to capture. The advantage of using potions is that they can affect a wider area than arrows. Traps[edit] If you are not satisfied with the moat or border fence, consider adding a trap or two. If you are able to take on the challenge (and on the multiplayer server), you can even make the whole trap, designed to look like a base! Dark rooms with no way out to spawn mobs, whole labyrinths made of glass and traps with pistons and lava. The possibilities are endless. The deceived bridge[edit] with trapdoors, some redstone and switches can make a simple downbridge. Dig a moat around the base and make sure it's too long to go through. Now make short walls next to your entrance. Depending on whether you have a single door or a double door, you will need to use one row or two rows of trapdoors respectively. Run the redstone next to the trapdoors and connect them to the switches inside the base, then cover the redstone walls. This prevents mobs from approaching your door while you are at the base, but the bridge must be open outside the base, otherwise you will have to find another way back. Alternatively, you can make a T Flip-Flop gate and place another switch outside your home to run the downbridge from anywhere. Sticky drawbridge piston [edit] It is possible to make the bridge drawbridge using adhesive pistons, which is very difficult for the crowd to cross. This scratch bridge also includes the use of a moat or lake. Knowledge of redstone logic gateways and how blocks are powered is needed because the mechanism uses multiple redstone, NOT Gates and T-Flip Flop repeaters. With the T-Flip Flop, you can connect a bridge to make it accessible or inaccessible at the touch of a button on both sides of the bridge. When a player(s) wants to cross the button it is pressed causing both ends of the deception bridge and center to even allow the player(s) to cross. When activated to keep the mobs at both ends of the deception bridge are raised 1 block higher than the water level, which prevents the jump from the water to dry land, and the middle blocks are lowered 1 below the water level, causing flooding of the central area. Assuming that both areas are adequately lit and secured, this creates an impassable entrance to your base. Safe Waterfront[edit] Because zombies and skeletons can survive sunlight in the water and hostile mobs Swim, if you have a base on the coast, it's a good idea to make sure that it is not vulnerable to mafia attack. In addition, drownings pose a danger in water. Building Building Lighty nearby islands and building walls on water areas you don't use can stop very rare, but still as deadly attacks from the sea. Landmines [edit] If you want to blow things up, you might like it. All you need is a lot of pressure plates (wood) and TNT. Once you find a place dig two blocks down. Then place the TNT, then another block, and then place the pressure plate. You can have a large mine field, but usually more effort than it's worth. TNT cannons [edit] TNT guns are a good destructive way to take out mobs. Make a TNT gun (the chaos cannon is also nice) and have a full TNT chest. For more details, see Tutorials/TNT runs. Iron golem trap, if you have a lot of iron, you can create a separate room containing many iron golems. It can be opened with a piston door to allow iron golems in the courtyard or in the garden. This will allow them to be sent to kill zombies if your house is under siege. Cactus Wall [edit] If you have a small house nearby or in the desert, and you want a little more protection because you're just getting started, or if you're a veteran and want a cheap, effective wall, this is the wall for you. It consists of cactus blocks, placed about 3 blocks high, and around the base in this way; and make only one path to your door, it tours to most mobs, other than skeletons, because they shoot, and spiders, and tend to jump over it, but this is an excellent defense for beginners. Snow golem cannon[edit] place a snow golem in a small booth and give it a hole to throw snowballs at the mobs through. Raise the golem so that the derails can not blow it up and zombies can not hit it. Exterior walls [edit] The best material for their construction is stone, stone brick or brick. Obsidian is harder to obtain, but much better than stone blocks. There should be at least 4 blocks high and 2 iron doors to exit. Make sure to build defenses

walls and cover walls, and fill with lava/water. Also 1×1×1 lava moat/water with torch on the front like this:
Weapony room [edit] This is a room that can only be used to produce weapons and store them. You will want a craft table and several material boxes. This is useful because you can then use the original craft room for things other than weapons, thus leaving more room for such. Some holes in the side would be useful for shooting at all mobs and trunks outside.
Blacksmith[edit] This room is where you can put anvils and grindstones and some crates with emigot materials tools (e.g. iron bars, sticks, wood). Also put a good piece of furnaces, for all mined ores to melted. It can also be used for good looks if you are doing it right. Alarm tower be used to indicate whether enemies are near your base. You can use the command block to send a message when you pull the lever or press a button, and you can also enable the source source so that people can see the signal from afar. It can be fun on a single player or LAN, but it is also very useful for multiplayer. Drop the trap[edit] It is useful for these short corridors from one part of the building to another, because when you pull the lever on one side of the hallway, the floor will open, causing enemies to fall, who are chasing you. Very easy to make, all you need is some sticky pistons and redstone, and optional lava, then you're set! Reed explosion shields[edit] Are an easy way to keep mobs at a distance and are especially effective against mobs that use sight as weapons such as derailleurs and endermen, however, it can be difficult to gather the necessary resources for this mechanism. Let's say we protect a window that is two blocks from the ground and four blocks wide. To begin, count the three blocks from the window, then dig a 6-block wide, 3-block deep, 3-block thick (6×3×3) trench, and then line the far edge of the trench with pistons pointing upwards. Then place three blocks of gravel on each piston so that one block of gravel sticks out above the ground. Behind each piston, place a fixed block that accepts redstone, then place a little red stone on each of these blocks, as well as the blocks behind them. From there, run the redstone line to the lever, which we'll use to work blast shields, whereas redstone can take a signal from the block over it (which is good to have a lever inside the house, preferably near the window you want to protect). The final product should look like this (all redstone should be turned off and the pavement is a window):
After that, cover the redstone circuits with whatever you want to protect it from damage, and you're good to go! Note: If you're good enough with redstone, you can also have all the blast discs around your house connected to one lever that you can flip around when you need to. This is a cool feature to add to nether scratch windows. Exploding Statues[edit] Surprising enemies makes every weapon effective! No one will ever know when a fancy statue is a literal bomb! To make it, fill the TNT statue, then add an underground redstone leading to the button to activate it. Activating detectors makes this defense automatic, though watch out for mobs or players who challenge it! Building it near the base is not wise. Normal rails and one block of activator rail with some power can replace the large use of redstone if the statue is lower than the shelter. Push the half-loader from the TNT down the rail to activate. Be sure to add Activator Rail early on the rail if possible for a quick countdown! The other [edit] in Minecraft are endless possibilities. These ideas are not always functional, but they can be fun and have. Secret Room [edit] For your chests with valuables, in case someone reaches the base, you may not be Room. Nether turn [edit] See also: Tutorials / Nether hub Each block flowed in Nether is equivalent to 8 blocks in overworld. So why not use it to save on materials to build a long rail? You can have a portal at home and a portal somewhere else connected by minecart rails in a hole. This can combine with a village, cool mountains, a mushroom biome or another interesting place to go too long. Extremely useful on large biomes and island worlds. Additionally, you only use 1/8 of the materials that you can use in overworld. The statue can be made of any kind of wool you want, but usually people build statues of themselves. This does not serve any purpose in single-player mode except decoration. Trophy room[edit] Room with framed trophies from many victories: your first ghastly tear, the enchanted sword with which you killed withering, your first valley star, emerald block, etc. Use the characters as plaques to mark the origin and perhaps date trophies, give it fancy glowstone lighting, and pride-of-place shelves on the withered skull of the skeleton, and maybe even the Dragon Egg. City[edit] This is a good way to put torches, pavement, gravel and wood to use. First, you need to dig the road (as wide and as long as you want), then fill the holes in the gravel, then build as many cabins as you want in each cabin to put a table, chair and chest, then light it up and put a wooden door on each of them. Then build a restaurant, then you should have a few chairs and tables, and in the kitchen put a crate full of food and coal, then put the stoves in the kitchen if you want it really nice to add outdoor seating, and if you're on multiplayer for people to eat there. Then add a store (build it only if you're in multiplayer mode). It should have multiple sorted chests. It is recommended to hire a guard to protect valuables. Now add your home, it should have a bed, craft table, chest and everything you want. Now add a fountain in the city center. Finally, add a few mini houses containing chests and a craft table. Museum[edit] It can be about different things. Minecraft, you, your worlds or your favorite crowd may be among the ideas. If you want it to look two outwards, place large pillars around it. In addition, the great staircase to the large entrance at the front helps. If you build it in multiplayer, hire guards/protection to protect your beautiful creation. Secret Base [edit] If you're in multiplayer mode, you don't want anyone to enter the underground base, right? Well, dig at least three blocks and make room. Then go out and place a piece of dirt above the entrance and place the seedling. Place bone meal on it. Then dig a piece of dirt and hill one block from the tree. Dig one block on the hill and place the sticky pistons so that when they come out they stick to the tree tree and pull it back or forth, thus opening the entrance and closing it. After that, you need to expand the base, so it is actually useful! Zoo[edit] Have you ever wanted the area to see all the mobs in their epic glory? Build it! It is best if you use bricks, stone bricks or stone. You will also need fences or glass and signs. First, build different pens for mobs. Place the glass on all sides or only one. Alternatively, you can make a deep down and put mobs in it. Place the fence outside. When you're done with pens, place the player's guide tracks. If you want it to look nice, place large fountains, flowers and hidden blocks of notes around. If you want it realistic, build restaurants, statues and souvenir shops around. If you have hostile mobs in your zoo, you can use the name tag to rename them so as not to despawn natural beach holidays [edit] It's very simple. Just find the beach, dig a large area, fill it with sand, and your own accents, and tada! Ready. Here's one way to make sun beds:[1] Note: Terracotta can be replaced with wool. Artificial Beach Vacation [edit] It's a little harder than the natural version. Dig a large area. They make at least 60×60 blocks large, slowly getting deeper and deeper. Fill the outer edge with sand, add your accents and tada! Ready! You can also blow up a large area to make it faster and make it look more natural. Sand Castle[edit] Build a large sand and sandstone castle with many rooms, chambers and anything else you want. Add moat, sniper towers or other defenses to make it nice sand. Camouflage [edit] It really doesn't serve a purpose in singleplayer mode. It is enough to put tall grass, vines, leaves, trees and water on and around the base (bases). It can give it a cool look, depending on how well you're doing. Water drops [edit] If you have a high base and want to go down faster, place the water on the ground to land from the fall so that you can jump off safely. Or, if you have version 1.8, you can use a trampoline made of sludge blocks to bounce between the floors of the base. Add underground floors to your shelter[edit] Using this gives you a chance to find resources, and in case of mob invasion, it will always provide a safer place. Underground floors are also useful for producing mob grinders or animal husbandry. If you're really good, add all the shelter underground. If you want to be safe, add multiple bunkers, but hide a super safe and secret bunker. You can also make part of the glass floor in the same place on each floor so you can see all the way down, and it looks nice if you're doing it right. Add the over-the-top to your shelter[edit] It is usually recommended that this is after the construction of underground floors, especially if you have a lot of resources (after mining the basement). These floors may even give you a chance to snipe some deers and spiders in Balcony[edit] Place your balcony so that it has a nice view! Add a chest with bows and arrows to quickly squeeze the mob. Useful for a variety of things, from providing a point for easy kills to admiring views. Landing and take-off platforms[edit] If you're flying-enabled (for example, in creative mode), you can create platforms at the same altitude on multiple buildings to make it easier to fly between the upper levels of different locations. It works great in forts of trees, cities, and wherever many balconies are otherwise unconnected. A. of 1.11.2, fireworks rockets have allowed the player to fly with elyra, so these platforms should have water to slow down the impact due to how fast players can fly if they are designed for elyra. Convert it from another material [edit] Install luxurious purple carpets for your bedroom. Give your craft room a nice glass roof. Rebuild the army from obsidian. Re-sniff the outer walls in smooth stone. Add a second story to the library. Skoniter another base in a new location[edit] Having more than one base helps if you need to travel further to get resources. The base next to the spawn point is helpful if you built your main base far away and died at night. A base in the desert can provide sand, and the base in the tundra can provide snow. A base floating in the sky can provide entertainment, especially if mobs appear on its edge. A great idea is to combine them with nether portals, which have a safe corridor in the hole. Emergency Kit[edit] In case you need to quickly prepare and run back to get dropped equipment or items. Perhaps a sword, cake or pile of porkchops and a torch pile. A more advanced kit can be made from dispensers that give items at the click of a button or step on a pressure plate, although arrows and flashlights still need to be accessible from your chest or two (if you want an entire stack) unless a dropper is used. Add escape tunnel[edit] You never know, derailleurs may one day get you. Build a tunnel to escape it. It can also be used to drive to the secondary base. Another idea is that the tunnel will lead to a central room with several other tunnels branching away from it, with tunnels leading to the surface, caves and perhaps even a secret hideout. If you're playing on a multiplayer server, you might even add a few blind tunnels to get anyone who can follow you through the tunnels. Lava lamp [edit] Just make an empty glass space and fill it with lava. An effective method is to run a vertical column through multiple floors powered by a single block of lava at the top. You can also make one of them high above the base to mark it from afar. If your house is made of flammable blocks, this is not Quarry[edit] quarry gives very large amounts of materials such as pavement and dirt to buildings, and coal and iron for tools and torches. It may be a few days of play to complete the construction. Some rarer materials, such as gold, can be found as well. Instructions can be found on the Quarry page. Glider mining shaft[edit] Making a sunscreen that points directly down the mining shaft has its advantages: you can more easily tell the time of day and burn mobs such as zombies and skeletons. Summers can also provide enough light to discourage other mobs from spawning in the mine. Lava beacon [edit] Make a large column of stone or any non-combustible material and pour a bucket of lava on it. It helps when you are far from home. Make sure you do not build it too close to the base if it is made of flammable material. Glass/lava floors[edit] No mobs can appear on glass floors, which is a handy alternative to a well-lit shelter. Light is still important, though - you can even have 1 block of high space below all the glass blocks on the floor and pour lava there. Thanks to this, your shelter is visible and provides a fancy, frightening feeling. Doorbell [edit] Players (and mobs) entering the house without your knowledge is a pain, so you need a doorbell. When a crowd or player steps on a pressure plate block notes will play a sound, and you can make it more sophisticated making chimes or even an entire song that plays when you enter. If you have multiple entrances to the base, place different blocks under each block of notes to make sure that if the climber comes to the western entrance, you will not be blown up when you try to escape through that door. Blinker beacon [edit] More technical variation on the lighthouse - the light flashes on and off like a real lighthouse. You can also use the minecart rail system, which can be made so you put the rails in square (4 rails on each side), then put down the booster and detector rail, booster power, and connect the detector rail to the flashlights that you want to flash from redstone. Place the half cart on the amplifier and loop forever. This can be used to flash multiple burners with the same system and does not require maintenance. You can connect more detector rails to speed up flashing. Dock/port [edit] If you find yourself using a boat in the general area often, making a dock or two is a good idea. They can help prevent boats from drifting into the ocean, or slamming into a wall during departure, thus breaking the boat. Dispensers can also be placed here and filled with boats for convenience. Crates filled with boats is also a good idea. There are several ways to create useful dots. Placing the half-block in water. When the boat moves upstairs, it will slow down and stop immediately. Half the blocks are shorter, so the boat does not collide with it and does not break. Warning: It is recommended to use this method only on difficulties and landing on half-blocks at a lower speed, as instant death is possible when landing on half-blocks at a higher speed. Closed dock. One One the dock is through a small area (2×3 or larger) that is filled with water. You can put the door in the water, which allows you to make sure that the boat does not sail away. Soul sand is a suggested building material because it prevents all impact damage from colliding with the wall made of it. Water currents. Using a bucket to remove the top layer in 2 + deep water, you can create + in the shape of current water flowing towards the center. You can use this to store your boat while still being able to escape a bit easily. This design doesn't always prevent boats from moving if you or the crowd bump into it, but it will help prevent it from drifting. Fridge[edit] Create a refrigerator by placing a dispenser on the ground, a block on it and a button on the side of the block to quickly get something to eat when you're hungry. Add a door in front of the dispenser if you think it will look better, or if you just like the idea. Miniature zen garden [edit] Either above the surface or underground, create decorative minimalist works of art using water currents, plants/crops/flowers, sand, clever use of fence posts, signs, torches, etc. Fountain[edit] You need 22 stone and a bucket of water. Make a square of 5×5 with nine removed in the middle so that the water does not spill, then make a 4-block high column in the middle and place the water on the top block. Removing the stone pillar in the middle of the fountain can look nice, and placing a half-block around the stone blocks can look quite cool. You can also make the fountain a source of light, replacing the stone pillar with a stone. After making such a fountain, you can experiment with creating fountains in other ways. Piston door[edit] See also: Tutorials / Piston uses These are very cool looking. Have them anywhere in the house: library, craft room, stove room, that's the name. All you need is redstone, sticky pistons and levers. Be sure to keep them hidden if the rooms are secret - a good way to do this is to hide the device you are using to power the pistons. Tunnel to fortress[edit] Once a fortress is found, make a tunnel for it. This is an easy way to get to and from the end. Keep it well lit and defended so that if the snag runs to you in the fortress, it can't follow you back to base and blow it up. Add carpet[edit] You can diversify your base by adding a carpet made of colored wool. Make sure that the fire and lava are not within two blocks of the carpet, otherwise the carpet will go up in flames! Bright colors such as red, blue and purple are recommended, as black and gray carpets do not have the same character. Try mixing colors together in cool patterns if you're looking to give your room some talent. With the new carpets added in the 13in16a snapshot, you can carpet the upper floors without a ceiling on the lower floors made of wool. Roller coaster[edit] If you have resources, build a roller coaster from the rails. Add twists, turns, steep climbs and lows. Use support rails to keep it up and fast. This is a decent way to keep busy while you have nothing else to do in the vast world of Minecraft. Useful in multiplayer mode - you can charge other players to drive. It can also be used as a monorail system. If you have a large base, it helps you move faster. Sky base[edit] Create a floating base in the sky without bridges or stairs connecting it to the ground. Of course, it doesn't have to be that way to build it! The idea without connections can be achieved with the help of waterfalls, piston lifts and portals to the end. Add other islands of heaven nearby with bridges to connect them, and it will be like you've never left the earth! If you really do not want any connections to the ground, even with waterfalls and hole portals and elevators, collect all the resources you need and seal up in the sky. (But make sure you have a bed there in case of death.) For extra entertainment, make a smaller island and plunge it into darkness, and watch the crowds walk right away. To make it even more fun, place a few arrow dispensers connected to the pressure plates on the island, and even make marks along the edges. Battle arena[edit] The first thing you need to do is find a spawner. Then seal any additional entrances and place the door on the last remaining one. It can make the dungeon a little bigger to provide more fun and spawny monsters. Finally, make a lobby with chests full of equipment (swords, bows and arrows), various helpful potions and food. Now you can fight this particular crowd, whether it's for experience or for drops for as long as you want! Include beds if it's far from base, so that if you die, you won't have to walk for ages, just to find it again, or just make a minecart track to get you there quickly. If you're in multiplayer mode, add a lobby and other lobby lock where other players can pay to fight this crowd and rent equipment and supplies. It is useful to build in abandoned mine shafts wherever you find spawning spider cave, but if you do, make sure you have a lot of buckets of milk at hand. If you want to give your arena a little twist you can add challenges such as a room where mobs spawn overhead or one where you have to solve a puzzle while fighting monsters. Rail[edit] Make a long tunnel to fit from one to any amount of minecarts, then use minecarts from the furnaces to propel the train. You can also use powered rails, but for this you need to find gold and redstone. Be sure to add emergency crates to the side of the track and fill them with coal to power the mine so you don't get stranded. Food and weapons in these crates is a good idea in case you get stranded and you have to fight with zombies to get him to shelter. This is fun for and single player and you can quickly pass through the ground. Do not take your turn above the earth; you will be constantly attacked by derailleurs. However, covering the turn with blocks (such as you can make a house) can solve this problem. Alternatively, you can build a 3 block wide track that is raised from the ground 2-45 blocks. This option is very cool and provides great views, but not suitable for multiplayer. Lay stations for your favorite landmarks (large mountains, your house, etc.). Minehouse [edit] Do one of them if you have a long and deep mine and you have to constantly run up and down long tunnels to find asleep your bounty and sleep overnight. You have to make a small cottage in the middle of the mine, but digging the room(s) on the side of the wall works fine as well. Adding doors, windows and plenty of light reduces the risk of ambushing when you wake up in the morning. It must have a chest with food, pickaxes and shovels, as well as rare items that you do not want to lose during extraction. Having multiple chests in the back room to store excess dirt, gravel, pavement and ores is useful if your main chest is getting crowded and you'll be in the mine for a while yet. Craft table, many stoves for quick smelting items and bed are always good to have inside. You can also include a enchantment table for quick enchantment of tools and armor, especially if your favorite choice of Diamond Efficiency IV/Silk Touch I was burned at the bottom of the lava, which also stole some red stone. Pool[edit] Make a bottom of any shape or depth, but something that is deep 2 blocks is recommended so that you don't sink to the bottom and drown. You can also put half a plate on the bottom of two deep pool blocks so that you get the impression that you are fully immersed in the water, but without fear of drowning. Fill with water. And now you have your own pool. And if you are very careful, you can do it with lava instead. Also lit up that base area and looks good. You can add glowstone underwater as light, or lava with glass over it to make it into the hot tub. Park square[edit] Make fences around the area 20×50×15, place the garden and woolen statue with a stone base. You can use bone meal on the grass, which forms your square, so that tall grass and flowers appear. Adding block paths, such as stone brick, shows players where they can go and adds a nice touch. Work tents[edit] If you feel that you often run out of inventory during ground projects, build a work tent. Make a 6x6 fence box, add a door and a wooden roof and place multiple boxes. Add at least 1 stove and a workbench. Dig a small trench in case a skeleton or spider appears. It can be double as a safe house/tent. Mining platform[edit] Create a platform on a relatively flat surface or in mountains, in the middle and redstone on both sides. Connect redstone to one button and fill the ntlem with a tnt. All you have to do is press the button and you will start the bottom that leads to the bottom of the world. The automatic reloader can be added with sand and pistons. (It can be easily re-designed for cannon.) The toilet you never know when nature will call. You can make a small toilet with water and sticky pistons or trapdoors. It can be used as garbage collection or just for laughing. Aquarium mob[edit] A glass box with a mafia spawning room above it with a connecting hole, so mobs appear and enter. Test room [edit] I saw this great creature online but never knew how to build it? After the guide, how to build things without risk? Do you want to warm up to traps and other things without damaging the shelter? The test room has different things you've never had before to build. Cover it with obsidian to reduce shelter damage, or make a new world to test new things. Canal[edit] This is a good way to get around if you live in the middle of a huge island. The best type is a 2×3 extension where you ever have to go. Landing site (literal)[edit] If you have ordered several mods, you can create a real landing site. When you have a plane or two, you'll want to keep them somewhere away from derailleurs or other players. So behind the base, get black wool floors on at least 30×30 surfaces and put nether brick fences or just normal fences around it. Then build a dome from glass blocks large enough to get to it by plane. Repeat the third step for the remaining aircraft. Water elevator[edit] If you live in any building that has more than one history, you may want methods to easily get up and down without stairs or ladders. One way to do this is to make a waterfall that passes through the center of the structure. Make sure you have one block of space on each side so that your character can be out of water enough to breathe while climbing. Just hold down the jump button (spacebar) while inside the waterfall rise. This method can also be used to create an elevator for flying islands or houses. The magazine is designed for big things like giant iron golems or planes. Build a huge area with at least 40×40×20 of cobblestones or other high explosive resistance/hitbox items and then build your stuff. You can also fill it with thousands of chests of stuff! Underground Houses[edit] This is a very effective way to surplus players, so you can have a large number of places to live! What's more, you lose virtually no items! Highway[edit] An extremely fast way to get from one place to another. In order to speed up the you can use a mine cover on a drive rail. It may also look good with the station. Core control Room[edit] It's good if you want redstone to use this to control all redstone redstone circuits only for decoration. You can put a beacon inside with glass to make it more fancy. In addition to the basic things, external base items are most commonly used for aesthetic purposes, but there are exceptions, such as automatic farms outside. Lava pit[edit] Is just a hole in the ground that can be 1×1 or 4×4. Fill it with lava, then you can throw items you don't need or items occupying a place in the hole to watch them BURN! This is not always outside the base, but it is not recommended if you have a floor or wall nearby, if the base is made of wood, wooden boards or wool due to the risk of it lighting up and burning the base. Snow farm[edit] It is basically a caged snow golem arranged so that you can dig on the snow trail underneath it. (See snow golem page for plans and tips.) Unfortunately, it does not work in all biomes: In the desert, or Nether, snow golems will die quickly, and in several other biomes (Swamp, Mushroom Island) will not form a snow trail. Be sure to protect your golem from rain and stray mobs – especially, block their shooting ability so they don't provoke passing trunks and skeletons! (You can also use snow golems for defensive towers, but it's very different from snow farming.) Zen Garden (can be seen indoors sometimes)[edit] Zen Garden is for aesthetic purposes only. The Zen Garden is made by choosing where you want to be. Then make the walls surrounding the garden from any material you want. I like to use leaves, or maybe a cobblestone wall. Then fill the walled space with all kinds of trees, flowers can melons, pumpkins, sugar cane, mushrooms, and maybe even a small fountain. Do anything, but try to make it as natural as possible. I wouldn't recommend building this in multiplayer because griefters can find your home more easily, but there's an exception to Faction servers where you can claim land or servers where you can buy a block that protects your radius. Stable[edit] These are where you can keep your horses for easy riding, and are usually about 10 blocks wide. Fences and wires can be used to keep horses in the stable. Multiplayer-only ideas [edit] These ideas are completely pointless if you play alone (unless you have a very smart mod!), but there are fun additions to the multiplayer server! A party room(s) is a large room (or many small rooms). You can have a table and chairs or a bar and you can charge for a party. Include jukeboxes with music CDs and perhaps a colorful carpet. Mailbox[edit] Just place your chest/barrel on the fence post, and then other players can give you gifts. Watch out for thieves! You can also leave messages as books. Bank[edit] Preserve for storing items. Players can pay gold or diamond to store their valuable items in the vault. If you are really ambitious, the Crypt can be lined with lava or (or basics if you're an administrator) to make it super safe. Tollhouse[edit] For bridges/roads that lead to the property. Club or guest house Build large and well-defended rooms with private rooms, each of which includes a bed and chest (possibly also a stove and craft table). For additional style points, decorate the rooms nicely. Use the blocking mod and charge people to stay in the drive; when they rent a room, add it to the list of people who can unlock the door and chest. You can hire people to man the reception, keep records and collect bills. This is especially useful if you build it near a dungeon, because players will want to have a well-protected base camp when setting off to explore. Army [edit] Make an army from other players. People can pay the army in valuables to protect their homes. Charge based on location and time. National Park[edit] Corner from a huge area of land with large mountains and amazing caves on the multiplayer server. Place information signs for monuments and charge people the opportunity to visit. Make some campsites house players during the tour, and put crates of food or weapons in the camps. Make sure players give away all the items they use. Multiplayer turn [edit] Reload other players to ride on it, it's a great way to get charcoal or emeralds. Make a deluxe version for long journeys. Make windows in the tunnel. Another idea is to make a subway. See Tutorials / Train station for more information. Spleef arena[edit] A great way to play with your friends in multiplayer. You should make a snow golem room to be able to collect snow balls easily to craft into snow units. You can bet on games, build a scoreboard and have stands for people to watch. You can also make it so the loser faces a little more punishment and humiliation through the bottom of the lava, so if someone falls they will burn to death. It makes it a little more fun and enjoyable to watch your opponent burn. You can also make a long drop that kills the loser, and the winner can take all dropped items after the game. PvP combat Arena[edit] Create a huge room and fill it with obstacles and platforms. Make a roof with beds on it that players will spawn, and chests to take gear from. Make holes in the roof to allow players to enter the arena in different places. Use ladders or water holes to prevent damage. You can give the arena a theme, like a forest, and decide what equipment should be available when players are reborn. Courtroom [edit] Useful on any server with a problem with griefters, theft or PvP (player vs player). If the administrator is online (or using a command block), it is recommended that you All present in adventure mode and separate them to prevent PvP and/or courtroom grief. The courtroom usually includes a chair or seat for the referee, jury, defendant and other players who want to speak. It is recommended that it is easier to keep the trial with everyone there in the courtroom and not just in the chat room because there will be no disruption and the defendant and others may be under control. Depending on the government system chosen, the jury may vote on the penalty, or the last word may be up to the judge. Due to the limitations of the number, it will often be difficult to have a completely impartial jury, but try to have at least one person who was not engaged or biased. If the defendant is found guilty, a penalty will be taken, which can range from having to return what they stole or repair the damage of grief, to order restraint, banishment from the city and even being banned from the server. Optionally, you can have a Records Room to follow the trail using books and quil (just watch out for criminals trying to clear your name by destroying a book or editing), but they can also be tracked with .txt files outside the game (which might be a better idea if things are really out of control). Jail [edit] Jail/Detention Center is where offenders go if the sentence agreed upon is not execution/exile/ban. Build a safe room with traps outside the cells to prevent criminals from escaping, by making mistakes and digging like lava flowing from the top of the prison. It is very difficult to secure a prison without using Bedrock or obsidian. The alternative is that the walls of the room are constantly moved by the pistons, so the player does not have time to break through them. However, this will cause a lot of delays. You can make a regenerating wall using water and lava. However, we warn you that if the spawn is outside the prison, the offender can use the /kill command to escape or blow himself up with TNT. Also, be sure to never send an administrator to prison without returning their administrator status first or they can simply switch to creative mode and mine the things they get jailed for. A restaurant can be a place where people pay for goods or money rather than food. You can plof a few chairs down too and make a kitchen full of ovens and crates full of food. At the back of the restaurant, you can make a farm to get some food. Shop [edit] Just put a pit with a pressure plate with redstone leading to the dispenser above the bottom where the buyer stands and when you load the item you're charging them, the item they want will fall to them. This method is very useful on a multiplayer server, but can be done on a single-player server to make it look nice. Armor Shop: Sells armor for protection. Hardware Store: Sells tools to break things faster. Potion Shop: Sells potions for health. Grocery store: sells food for hunger. Note: Rotten meat, poisonous potatoes, raw chicken, pufferfish and spider eyes have food poisoning, so don't sell those in Food. Gun Shop: Sells weapons to kill animals or monsters. Monsters. If you are bored, add furniture! A list of them can be found on the Tutorials / Furniture page. Gallery[edit] Tip: View enlarged images by clicking them. Crossing the lava bridge described in the Defense section. Zombies pushed by a snowball in a lava bridge. References[edit] References[edit]

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