132 PAGES OF BRAND-NEW MINECRAFT FEATURES

VOL 20 AUGUST 2017

GAMES MASTER PRESENTS

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THE ULTIMATE GUIDE TO

MINECRAFT

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EMBARK ON A VOYAGE OF DISCOVERY

FANTASTIC CREATIVE MODS
10 TOP TOOLS FOR BUILDERS

MASH-UP MAGIC

GRAB YOUR FRIENDS, IT'S ADVENTURE TIME!
Explore the Land of Ooo with Finn, Jake and the rest of your favourites

+

EXCAVATE AN UNDERGROUND LAIR

BUILD A FLYING MACHINE

TRANSFORM A DESERT TEMPLE

FEATURING

WOODLAND MANSIONS
Dare you face the monsters inside?

EXPERT BUILD ADVICE
YouTube star's top tips revealed

HOW TO STAY ALIVE
Don't fall victim to hostile mobs

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GAMES MASTER

PRESENTS

THE ULTIMATE GUIDE TO MINECRAFT

In Minecraft, The End doesn't mean the end. In fact, it was just the beginning! For it's next trick, Mojang looked to the horizon, and the fittingly named Discovery Update shows that there are plenty of amazing possibilities still to explore. In Volume 20 of The Ultimate Guide to Minecraft, we set out on an epic journey of discovery, counting down all the best new features that Pocket and Windows 10 players can expect from the update. We'll guide you through the mysterious Woodland Mansion, preparing you to face its dangerous inhabitants, and highlight some of the dazzling designs you can create with the new decorative blocks at your disposal. We'll also take you on a tour of two familiar worlds that have been reimagined in wonderfully blocky fashion – the Mushroom Kingdom and the Land of Ooo. For the aspiring builders among you, we've got expert guides on assembling everything from a steampunk-inspired airship to an amazing underground lair. You'll find all this and much more within these pages. So what are you waiting for?

GamesMaster PRESENTS

THE ULTIMATE GUIDE TO MINECRAFT

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William Gibbons, 26 Planetary Road, Willenhall, West Midlands, WV13 3XT

Distributed Worldwide by
Marketforce, 5 Churchill Place, Canary Wharf, London, E14 5HU.
☎ 0203 787 9001 www.marketforce.co.uk

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GamesMaster Presents The Ultimate Guide to Minecraft Volume 20
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Future plc is a public company quoted on the London Stock Exchange (symbol: FUTR).
www.futureplc.com

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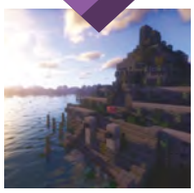

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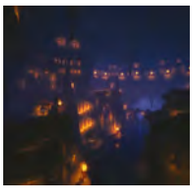

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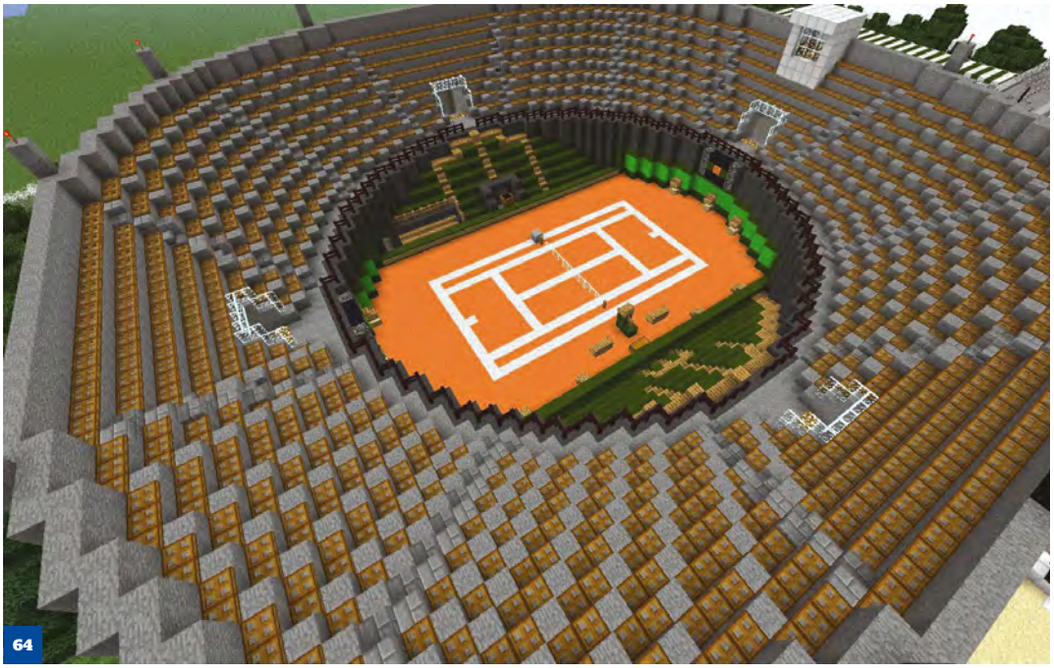

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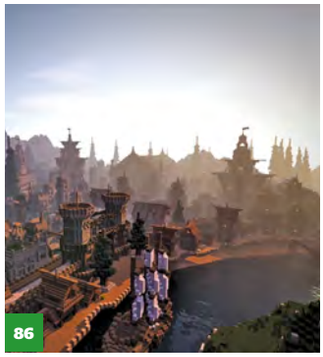
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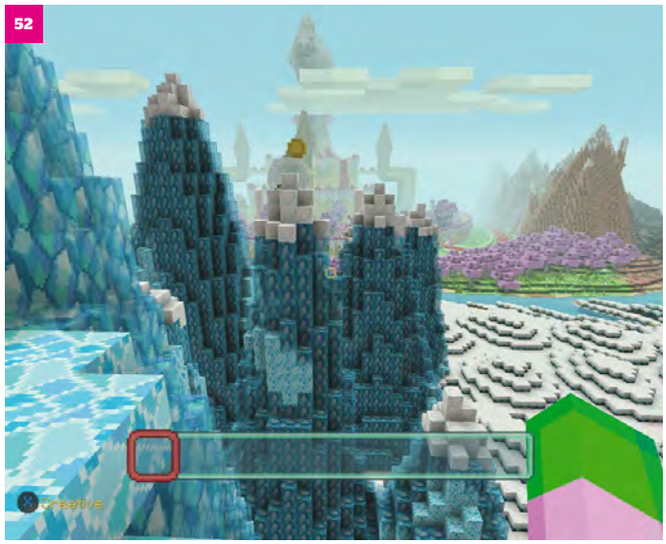
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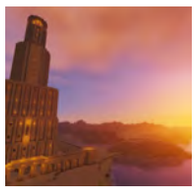

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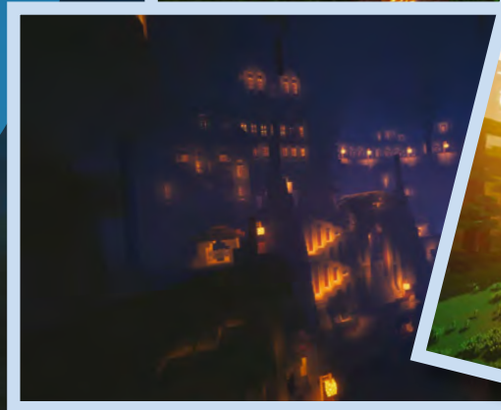
DISCOVERY SHADERS

Find out how to make Minecraft look amazing



Minecraft's simple design means it never feels outdated. While other games try to amaze us with photorealism and clattering set-pieces, Minecraft has remained blocky, simple and superb. It's better for it. We can smile at people spending their pennies on PC upgrades, then smugly return to our cubic wonderland, safe in the knowledge it doesn't matter what Minecraft looks like. But what if you were tempted by that dark path? What if you wanted to keep digging, but in a world that looked incredible – surely, there's a limit to what you can do to a game about boxy dirt?

Prepare to be amazed. Shaders are a type of mod that lets you tweak the appearance of the game without altering the core structure of Minecraft. By using them you can get photorealistic lighting, motion blur, or even just a lag-reducing boost to the standard game. You've probably had a sneaky look at the shots on the right already, so you can see that with the right shaders, Minecraft can become a completely different-looking game.

Scattered throughout this volume you'll find a selection of stunning shots using our favourite shaders, which prove there's more to the game than square suns and chunky skies. Best of all, it's easy to make it look this good. Over to the right we have a simple, step-by-step guide on how to make shaders work. You can only use them on the PC and Pocket Edition versions of Minecraft, though – if you're playing on console you'll just have to look at these fabulous screens and use your imagination.

A word of warning though. Some of the shaders require serious processing power to run, so you may end up having to upgrade your PC – exactly like the people we were laughing at before. Another issue is that by default, Minecraft on PC uses a paltry maximum 1GB of RAM. That's fine when it's running in its lean, vanilla state, but you'll need more oomph to make shaders work. That's why we've also given you a guide on how to allocate more memory to Minecraft. Don't worry if that sounds all technical and dry – it's dead easy.

Because this is a Discovery Update special, we've featured some spectacular exploration-themed structures, vehicles and environments. Grab yourself some of the amazing maps and mods featured in this volume, load up your shaders and set off to discover new and exciting lands – all cast in snazzy lens flare.

HOW TO MAKE SHADERS WORK

1 Before you start grabbing every shader you can see, you'll need to download and install the following bits and pieces:

Minecraft Forge http://bit.ly/1iTpoDF
Optifine http://bit.ly/21hl29Y
GLSL Shaders Mod http://bit.ly/1wdaxqj

Read the install instructions for each one, as they all require a slightly different process. Also remember that Minecraft has recently updated, too, so always try to grab the most recent patch wherever possible.

2 Once they're all safely installed, you're ready to go. First grab yourself some shaders, and drop them in the following location: %appdata%\.minecraft\shaderpacks You won't need to extract the files.

3 When you run the game, press the options button in the menu, then select shaders. Then simply click on the shader you want, and voila! A new world awaits you.

HOW TO ALLOCATE MORE MEMORY TO MINECRAFT

Some of the shaders ask serious questions of the measly 1GB RAM that Minecraft uses. Don't worry though – it's easy to share the load.

- First off, find out how much RAM your PC has. However much you have, remember that you'll need some spare for other functions, such as your operating system. For example, if you have 20GB to play with, consider allocating no more than 12GB to Minecraft.
- We're assuming you're running the most recent version of the game, so you should have the Minecraft launcher. This is where you tweak things. Right click on Minecraft and choose to run it as an administrator. You have the power!
- At the bottom of the launcher you'll see a dropdown menu next to 'Version'. Click the 'edit profile' button next to it.
- When the menu opens, go to the 'Java Settings (Advanced)' section. Add a tick to the 'JVM Arguments' box. This lets you modify the Minecraft program directly.
- It should say '-Xmx1G' in the JVM Arguments box. This is the thing you want to change. That means 1GB is allocated to Minecraft. You need to change the number. So, if you were allocating 4GB, you'd change it to '-Xmx4G'. If you were changing it to 8GB, it'd be -Xmx8G', and so on. Simple.
- Save your profile before exiting. This is important!
- Run Minecraft, knowing that your PC is now working harder to make things look wonderful.
- If you want to check that it worked, press F3 while playing to open the console. The 'Allocated Memory' message should tell you how much Minecraft is using. That's it!

THE DISCOVERY UPDATE IS HERE!

Get to know all the new tweaks, updates and changes to Minecraft on Windows 10 and the Pocket Edition

Back in December, Mojang gave us The Ender Update – a huge patch that introduced Minecraft players like us to loads of new items, creatures and ways to play. More importantly, it introduced The End – the fourth and final dimension of Minecraft, bringing its subtle background story to a close. But that doesn't mean Mojang is turning its back on the 'Craft. In fact, its new update promises plenty of new secrets to discover...

There are so many things just waiting to be found, from treasures buried in new areas such as the Woodland Mansions to new enchantments that will completely transform how you create and survive in Minecraft. There are even new blocks to use – ranging from Glazed Terracotta to Concrete – so you'll have brand-new ways to build and craft. So sit back and relax as we take you on a tour of the Discovery Update's best bits...

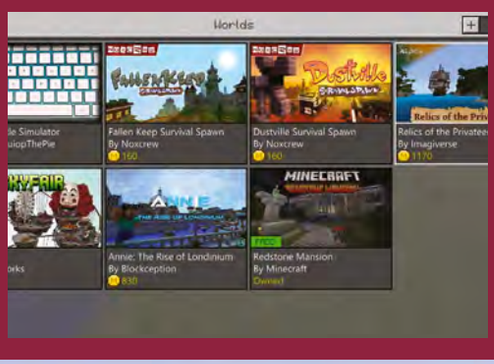
01

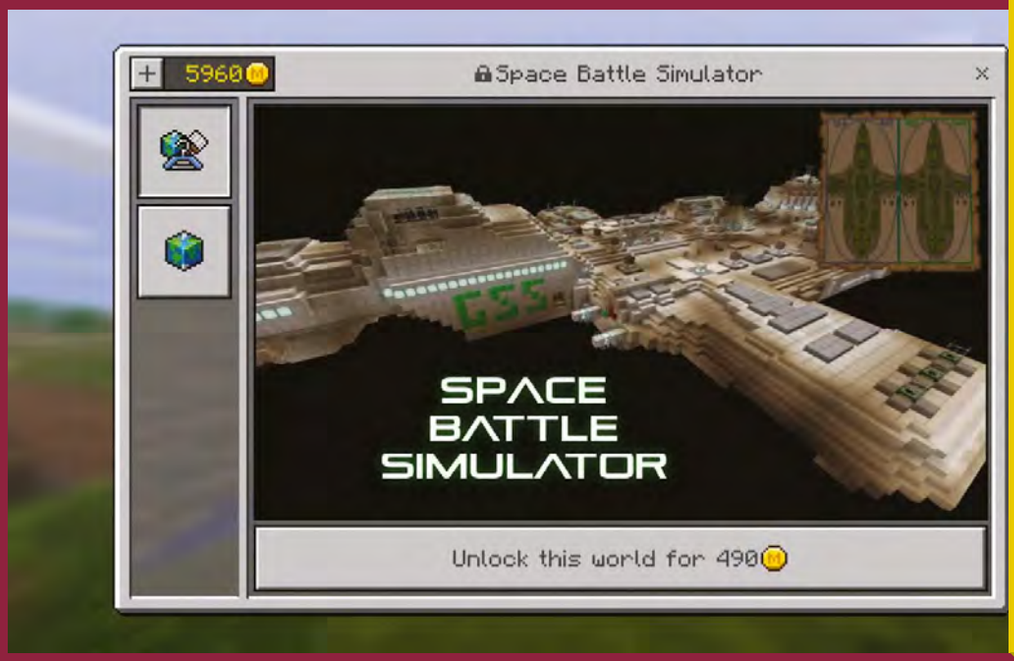
WELCOME TO THE MARKET

bit.ly/2r7kIVd

The biggest addition to the Windows 10 and Pocket Editions of Minecraft is the Marketplace, a brand-new area in Minecraft where players can go to buy, download and play cool creations designed by Mojang and the community. For both new 'Crafters and those of us who have been playing for years, the Marketplace finally gives us all a way to access things like skins and maps without having to download maps or texture packs from elsewhere on the web.

For instance, you can buy adventure maps that open up access to new worlds filled with treasure and more. You can pick up so many things in the Marketplace, you'll soon be wondering how you ever played Minecraft without it.





NEW GAME RULES

bit.ly/2r7kIVd

The Discovery Update is more than just new modes and items. Minecraft has kept going this long because its creators are always finding ways to improve it, and that's what we're all getting with this latest update. There are new additional game rules, with each one adding a new fun spin on the world of blocky building. These commands are doFireTick, doMobSpawning, doTileDrops, MobGriefing, doEntityDrops, KeepInventory, doMobLoot and doDaylightCycle and they'll no doubt give you even more creative control over your builds.

02

03

GET SOME ENCHANTMENTS

bit.ly/2s1LBsS

bit.ly/2rRPY7C

Enchanting might not be for everyone, but if you're looking to give certain items or blocks a special power or extra ability, the Enchanting Table can be a real game-changer. To keep us all in the mood to augment our gear, Mojang has patched in two brand-new enchantments – Frost Walker and Mending. The Mending enchantment is actually an improvement on an existing enchantment, which helps to make certain items stronger so they'll last longer. Frost Walker, on the other hand, will enable you to walk on water!

04

TRY ADVENTURE MODE

bit.ly/2rbmCPx

bit.ly/2sktzmc

To bring it in line with the console versions, Minecraft in Pocket Edition and Windows 10 now has a third game mode to join the classic Creative and Survival – Adventure mode. Think of it as a mode that combines ideas from the two main modes to create a place where you and other players can create worlds with certain rules.

Adventure mode will enable you to create worlds that others can then explore, creating everything from zombie-filled arenas to adventure playgrounds filled with treasure and loot. It's also a place to try these scenarios out for yourself.

THE LLAMAS ARE HERE!

bit.ly/2sknkyT

bit.ly/2r7sjmo

bit.ly/2rbsPvb

Introduced to help support the Marketplace and all those traders coming to town to sell their bits and bobs, the trusty llama is here to help you carry all that heavy gear back and forth. This tameable companion isn't just a cute and fantastic beast either – you can store items on its hump by throwing them at its back. If you're using a map purchased in the Marketplace to explore new places (such as the spooky Woodland Mansions), then a llama is a perfect buddy to have at your side.

05

06

SMELTING GETS UPGRADED

bit.ly/2r7klVd

As you can see, the Discovery Update is adding a *lot* of new things to the world of Pocket Edition and Windows 10 Minecraft, including some interesting fresh changes to smelting. Smelting (the process of turning metal objects into nuggets) now extends to both iron and gold-based tools. This means you can take any tools in your inventory made of these two materials and smelt them down into either iron or gold nuggets. It's a small change, but a big one if you need to craft something new but supplies are low.

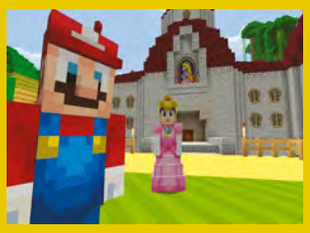
07

MAKE THE SWITCH

bit.ly/2rGNKJI
bit.ly/2s1IMYN

This year saw Minecraft finally make its way onto another Nintendo platform with its arrival on the tabletop/handheld mashup that is the Nintendo Switch. Taking all of the best parts from the Pocket Edition and adding in loads of content from the bigger versions, Minecraft on Nintendo Switch is definitely the ultimate portable way to get crafting with blocks.

The Switch version of the game offers co-op modes so that you can play multiplayer with friends, and Mojang has filled this fully portable edition with a ton of Nintendo-themed skins and worlds for you to explore. If you want to play Minecraft away from home, this is the best edition money can buy.



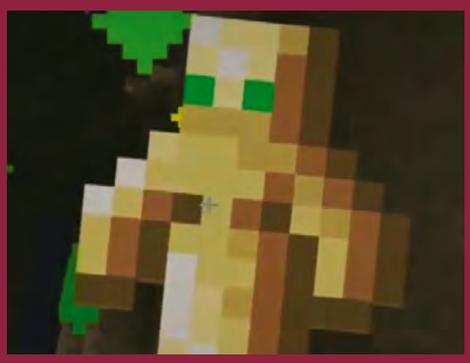
WOODLAND MANSIONS

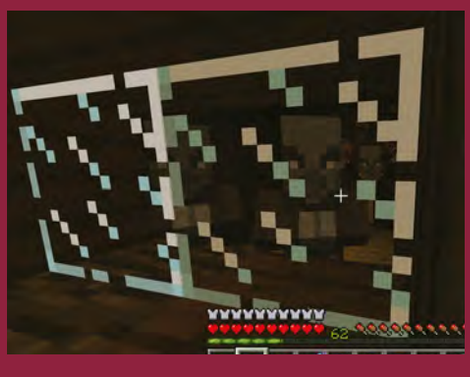
bit.ly/2rRvjRe
bit.ly/2rRuuI4
bit.ly/2s1FqVH

Trading with the new Cartographer villager in the Marketplace enables you to purchase a special map that reveals a new kind of structure – the Woodland Mansion. These unusual (and very rare) buildings are usually found only in the roofed forest biome and they're normally filled with Illagers – a villager that's turned really nasty!

These structures are randomly generated, with each one usually having two to three floors and plenty of rooms for you to explore. Those creepy Illagers don't exactly take too kindly to people just wandering about their spooky homes, but for those who are brave enough to push on, there's something incredibly cool to be found inside the mansion...

08





THE TOTEM OF UNDYING

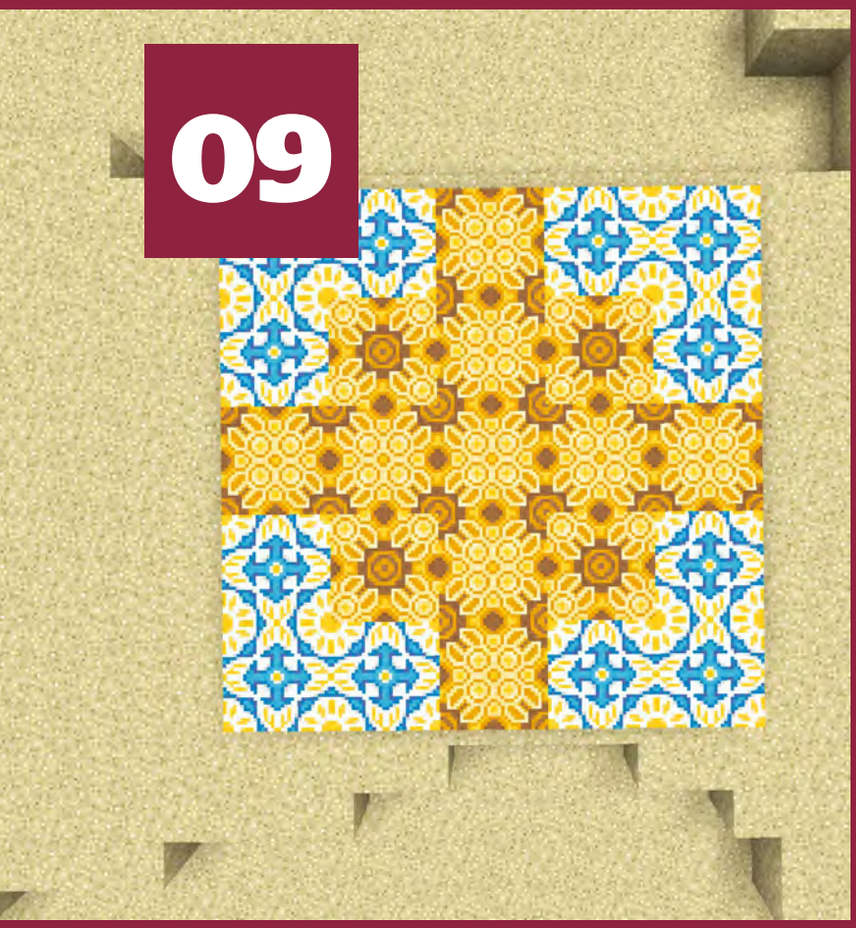
bit.ly/2skKMMp

bit.ly/2r7uLcY

bit.ly/2rbRqQo

You think the Illagers were bad? Those Woodland Mansions contain a baddie that's even nastier – the Evoker. This dastardly customer can be a real handful – especially since he can summon flying beasts called Vexes – but once you've defeated this mob you can recover a special item from his robes: the Totem of Undying.

This incredibly rare trinket has the power to bring a player back from death when playing in modes such as Survival. To make it work you'll need to have it equipped in either your main hand or in an off-hand slot (simply having it in your inventory won't be enough).



09

NEW BLOCKS ON THE BLOCK

bit.ly/2rGQeYP

Come on, it wouldn't be a Minecraft update if there weren't some new blocks and items to create and customise. Download the Discovery Update and you'll get just that – this time in the form of Glazed Terracotta blocks and Concrete. Concrete can also be mined for Concrete Powder (which can then be used to craft, you guessed it... Concrete!). The update also includes the addition of proper dyeable beds (without the need to add any mods), so you can customise your place of slumber as much as you like.

TIME TO ACHIEVE

bit.ly/2r7kIVd

The latest Discovery Update (also known as Minecraft 1.11 to its friends) also brings with it that wonderful ping of success that can only be... achievements! The Windows 10 and Pocket Editions of Minecraft now have six new achievements to unlock, covering everything from Frost Walker boots to the Woodland Mansions.

These achievements are So I Got That Going for Me (lead a Caravan with five llamas), Let it Go! (walk on a block of frozen water on a deep ocean while wearing Frost Walker boots), Feeling Ill (defeat an Evoker), Cheating Death (use the Totem of Undying), Organizational Wizard (name a Shulker Box with an Anvil) and Treasure Hunter (get a map from a Cartographer villager).

10

SHADERS

The Lost Temple

Shader Sonic Ether's Unbelievable Shaders http://bit.ly/299VGud
Map Mayan temple: http://bit.ly/1Ixj8iy

ENTER THE MANSION

If you go down to the roofed forest today... check out the amazing new Woodland Mansions

If you've been discovering the exciting features in Minecraft's latest updates, you're bound to have come across the mysterious Woodland Mansions, brand new structures that can be found deep in roofed forest biomes and nowhere else. Often located thousands of blocks from your spawn point, the Mansions are hard to find – but once you've explored one, you'll want to return again and again.

Although there's plenty of cool stuff to see and do in these impressive buildings, the Mansions are also inhabited by Illagers who can't wait to jump out at you and defeat you – which is why we've put together the ultimate Mansions tips and tricks list. We'll show you how to find a Mansion, get in, grab what you need, defeat the bad guys and be on your way without taking too much damage from Vindicators, Evokers and Vexes!

01 FIND A MANSION

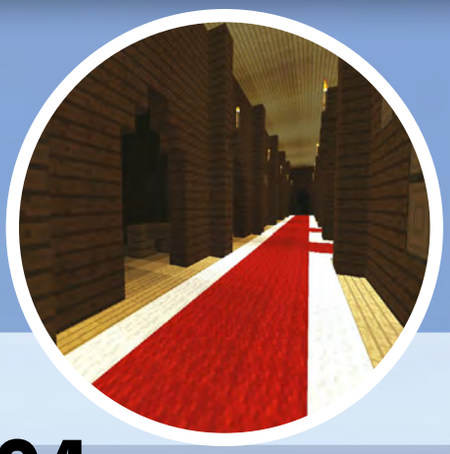
The /locate cheat will help you find one of these rare structures – but if you want to do this the old-fashioned (and honourable!) way, take advantage of the Exploration Update's new Cartographer career for a Librarian villager. He'll sell you an Explorer Map for 16 to 28 emeralds and a compass, which you can then use to find a Mansion. It appears on the Map as a white dot, small if you're far away and bigger if you're near it.

02 THE GEAR YOU'LL NEED

A Woodland Mansion may look like a charming dwelling, but you're going to face serious opposition once you're inside. Make sure you've got a diamond sword, or that you've got expert combat skills if it's an iron one. A shield goes without saying, too – and if you've got armour, preferably enchanted, that will frequently come in handy. A store of food will help you regain saturation, especially a juicy steak or two. And keep an axe handy for close encounters!

03 BREAK AND ENTER

There's a bunch of different ways to get inside the Woodland Mansion of your choice. You could simply walk in the front door, but where's the fun in that? Instead, spice up your attack strategy by axing your way through the walls. If you're feeling cautious, tunnel up through the floor. And if you want to go "full Commando", why not smash through the roof for maximum surprise? Just don't disturb the giant cat or knock over the flowers...



04 ESTABLISH A BASE

A cunning trick is to keep a stock of building blocks on hand. You can use these to create a quick and effective protective zone, effectively a room, which you can utilise as a safe place to hide when the attentions of the Illagers get too intense. Have some doors ready to use, of course. A corner section of a room or corridor is the best place to craft your hideaway, we reckon, although you'll need to check as you leave that an Evoker isn't about to launch its fangs attack at you as you walk out of the door...

ORDER, ORDER

Take out mobs this way

As with any campaign in Minecraft, plan your attack as carefully as possible. In the Woodland Mansions, you've got two very powerful mobs to contend with – Vindicators and Evokers. While Vindicators will inflict 19 damage on you (on Hard difficulty) and Evokers only six, the latter are arguably harder to defeat because they attack in two, particularly frustrating ways – with their offensive and defensive fangs, and by summoning a posse of Vexes. Take these enemies out first before moving on to the much more manageable Creepers, Witches, Spiders, Zombies and Skeletons. And remember, just because a room has a flower in it, it doesn't mean the Illagers like you...

05 SHINE A LIGHT

The Mansions don't make it easy on any visitor, with very little light inside to see by – and it gets worse when you head up a level. The first floor doesn't have windows and is very dark, meaning that you'll need to be ready to fight at an instant's notice. Take it from us, mobs of Illagers – or Vindicators and Evokers to their mums – will not hesitate to spawn on the spot or leap out at you from around a corner. Stay alert.

06 FLOOR SHOW

Evokers have a secret weapon that you're not going to like! They have what are known as fangs, but not stashed away in their mouths... these fangs suddenly shoot up through the floor, spaced a block apart, just looking to stab you from beneath. Luckily, they can be stopped by a solid block, so be ready to deploy one – and note that there are two 'bites', an offensive straight line attack used if you're more than three blocks away, and a slightly less deadly defensive version in a dual circular format, used if you're closer. Stay well clear, or you'll be toast!

07 AXE ATTACK

As well as Creepers and Skeletons, there's a second kind of Illager out to get you in the Woodland Mansion alongside those pesky Evokers – the Vindicators. Less sophisticated than the Evokers but just as dangerous, these bad boys will attempt to kill you on sight with an iron axe, often an enchanted one. They're hostile towards villagers too, which makes them double evil. Take one of them down and it will usually drop an emerald. Expect to tussle with these nasties on a regular basis – as soon as you enter a room in a Woodland Mansion, they will spawn singly, in groups of three, or in pairs accompanied by an Evoker.

08 MAP IT OUT

Okay, so you know how to get into the Mansion, and you know who to expect. What the deuce is actually in there? Well, expect two or three floors, diminishing in size as you go higher; a network of corridors; a large entrance hall; and rooms with flowerpots, pumpkins, cobblestone tables – and one particularly sticky room full of cobwebs and a Spider spawner at its centre. What are you doing in these rooms? Grabbing loot, of course...

MORE ESSENTIAL MANSION FACTOIDS

Learn all the tips and tricks about the Mansions!

1 Hit the spot

A Mansion appears as a dot on the Explorer Map. A top tip if it appears on the very edge of the map is to approach it from the opposite direction – so if it's in the north, head south.

2 Block rocking beats

Looking for a Diamond block? There's one in the room full of Lava and another in the room made mostly of Obsidian.

3 Chest beating

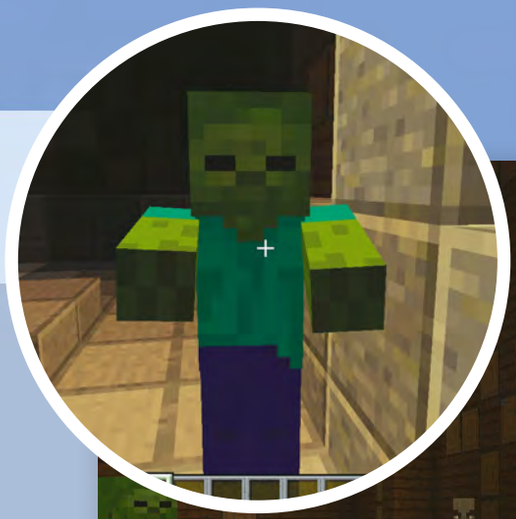
You'll notice quite a few rooms that seem to be devoted simply to storage. What could be simpler than opening the chests in those rooms in order to grab their loot? Don't bother – they're empty.

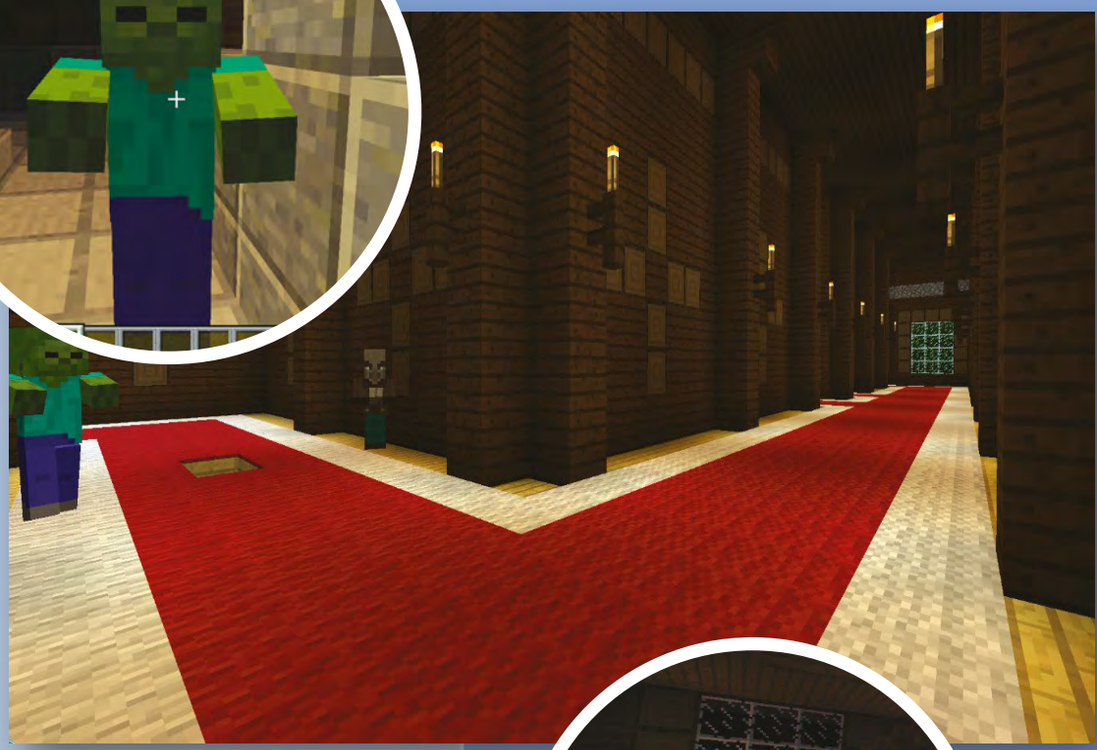
09 WHAT TO NAB

There's tons of loot in every Woodland Mansion, although the structure is randomly generated so the amount of nickable stuff will vary from Mansion to Mansion. Chests are all over the building, some of which are rigged with TNT and will explode if you open them, so be aware! The most commonly available items are bone, gunpowder, rotten flesh (yum!) and string, but there's wheat, bread, coal and redstone around too if you look hard enough.

10 SEEING IS BELIEVING

Time for your medicine! Get an invisibility potion down your neck and you'll enjoy a massive advantage in a Woodland Mansion, just as you do in the rest of the Minecraft universe. As long as you don't actually touch a mob, they can't see you and won't attack you, so you're quids in and can help yourself to the Mansion goodies. But remember, if you wear armour or carry an item in your hand, that makes you slightly visible to them. Bear in mind the simple rule: wear one piece of armour and you'll be seen by mobs a block away. Wear two and it's three blocks. Wear three, and it's nine!





11 ROOM FOR ERROR

Found a room with a rectangular table with an open end? Congratulations, you're in the toughest part of any Woodland Mansion. In this room, no fewer than five Vindicators and an Evoker will spawn as you enter – good luck fighting that lot on your own! A hot tip is to go in with a friend and divide the mob-slaying up between you. Remember that invisibility is useful, and if all goes wrong, head out for the relative safety of rooms with Spiders and Zombies.

12 DIE HARD!

If you've decided to avoid the Evokers and their evil floor fangs – and frankly, who wouldn't? – be warned: you're missing a trick. When you kill one of these malevolent-looking beasties, it will drop a Totem of Undying. Hold one of these in either your main or off-hand slots and it will bring your health to 1, remove any active status effects and give you 40 seconds of regeneration and a further five seconds of absorption. You'll also witness a cool animation in which the Totem of Undying hovers majestically in the air in front of you. Just what you need after a tussle with an Evoker!

13 SO VEXING

Vindicators and Evokers weren't the only new mobs introduced alongside the Woodland Mansions in the Exploration Update – we've also got Vexes to contend with. These flying monsters are summoned by Evokers in groups of four or more, and will attack you while the summoning Evoker is running towards you for an offensive fang attack. You'll know when the Evoker is calling up his irritating little buddies because he'll be surrounded by white smoke. A Vex will display red, blood-like markings on its face and body as it prepares to attack you with its sword, so you'll know when to prepare to kick some Vexatious butt!

14 COMPLETE YOUR TAKEOVER

Once you've defeated the Woodland Mansion by killing all the mobs inside and gathering all the loot you need, you've got some options. You could destroy it if you so choose, perhaps by fire – or you could utilise it as your home for as long as you want, provided you light up all the rooms to make sure they're mob-free. Not all the rooms are accessible by dedicated doors and are sealed off, so you'll have fun finding and opening them. Why should as impressive a structure as this go to waste once you've secured it, after all? Happy home-making!

SHADERS

Treetop Retreat

Shader Chocapic13's Shaders http://bit.ly/1yaQA4M
Map Jungle Spawn http://bit.ly/2swEtEY

SUPERCHARGE A TEMPLE

Discover how to make a desert temple much cooler

Desert temples are great for loot but they're not the most exciting structures in the blocky world of Minecraft to look at. That's where we come in. This guide is for Minecrafters who want to take a desert temple and supercharge it to the max. We'll show you how adding depth makes literally everything 1000% greater, how altering colour schemes slightly improves builds, and how using steps is the easiest way to spruce up even the most mundane structures. Or you can just skip straight ahead to the giant Egyptian creeper statue. We won't tell anyone. Promise!

01 ADD SOME DEPTH

Obviously the first thing you need to do is find a desert temple. Once you've found one, smash out all the orange blocks and replace them with a coloured block of your choosing (we settled on nether wart blocks). Next, build the front of the two front towers out by one block with sandstone, smooth sandstone, and chiselled sandstone to create some luscious depth. As with any build in Minecraft, adding depth really helps bring a project to life.

02 A BETTER ENTRANCE

Now we're going to turn the entryway into something a little more grand. As with the towers, extend the frame so it's one block out. Be sure to keep the same block formation when you're extending. So, chiselled sandstone in front of chiselled sandstone, smooth in front of smooth, and so on. Next grab some sandstone steps and run them around the bottom of the frame and upside down along the sides of the smooth sandstone.

03 LARGE TOWERS

For this next part, we're going to need a bigger flat area to work with on top of each of the two towers. From the left side of the left tower, drop a stack of chiselled sandstone to extend the wall and then go around the outside of the tower with chiselled sandstone until you reach back round to the front. There should now be two blocks worth of sandstone to the left and right of the coloured pattern. Next, do the same on the other tower.

04 TOP THEM OFF

In each of the corners of the tower, place five cobblestone wall spikes upwards. Run two sandstone half slabs in the centre of the outside edge, then place inward-facing steps either side. Next place half slabs on the spikes and connect them all together. Place upside-down steps underneath, a sandstone block on top of the half slabs on the spikes, and this time connect those blocks with half slabs. To finish, build four walls inside the structure and add the a pattern on the front.

05 INSPIRED DESIGN

Next we'll be taking some inspiration from the original desert temple design but with a few nice tweaks. On top of the structure we just built on both towers, build a 5-by-5 flat sandstone panel. Dig down two blocks in each corner and replace the second block with nether wart blocks. Build another panel, 3-by-3, in the centre, run steps around the top, then on every middle block around the outside, lay down a set of steps.

06 STARTING THE PILLAR

The next 3 steps will cover our giant pillar in the middle of the temple. Head to the pyramid area, and in the centre, build around the hole two blocks up. Now let's run sandstone steps around the top, and one block out, around the bottom. After that's all complete, grab your cobblestone walls again and in each of the undersides of the corners, connect it to the pyramid below.

07 THE CENTRAL CROSS

On top of the centre blocks, build a 12-high cross shape out of chiselled sandstone. At the base, add in nether wart blocks in each of the corners for that extra bit of umph. Now here's the important part. On the cross, count five blocks up. With sandstone steps in hand, place two sandstone steps vertically opposite each other on each side of the cross. Count five blocks above and do it again.

08 THE MIDDLE SECTIONS

Much like everything in Minecraft, this looks harder than it actually is. All you need to do is connect all the sandstone steps together in a square formation. This will leave you with a one-block gap in each of the corners, so just fill them in with sandstone blocks. Once all the steps are connected, head five blocks up and complete the section above. Now it's on to the final part.

CREEPER STATUE

All this temple is missing is a giant Egyptian statue

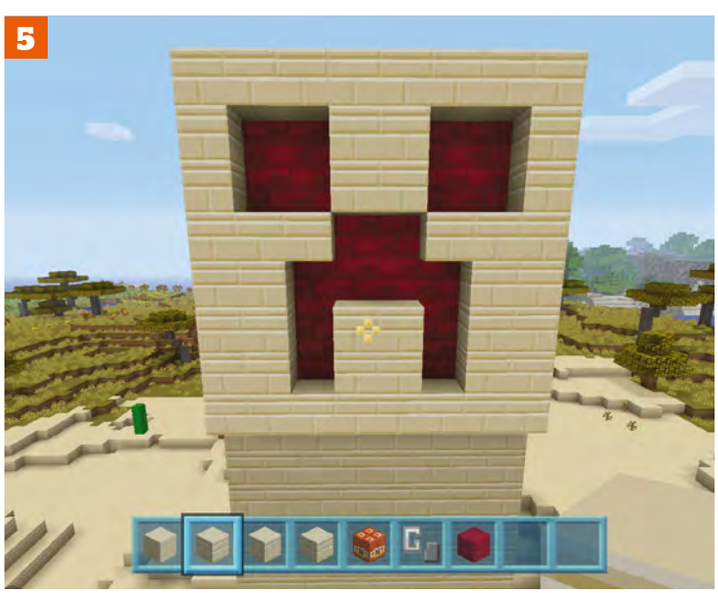
1 Grab your sandstone and build a 6-by-8 cuboid frame. Don't worry too much about filling in the walls just yet, as we'll be building on top, so not every wall needs to be filled in. This section is going to act as the creeper's feet. Normally creepers have multiple feet, but as it's a statue, a solid cuboid works better.

2 Okay. Next it's time for the body shaft. Count two blocks from each corner in and drop a block to mark it. Then, build each of the stumps up by 12. Head to the top of the spikes and connect them together. You should be left with a rectangular frame sitting atop a cuboid frame. Is it looking creepery yet?

3 Now we're going to fill in the walls. Start at the base, and with sandstone, fill in the outer four walls before moving on to the up section of the bottom frame. After that's complete you can get to filling in the four sides of the main body frame. Don't worry about filling in the top, flat section of the body. That'll be hidden.

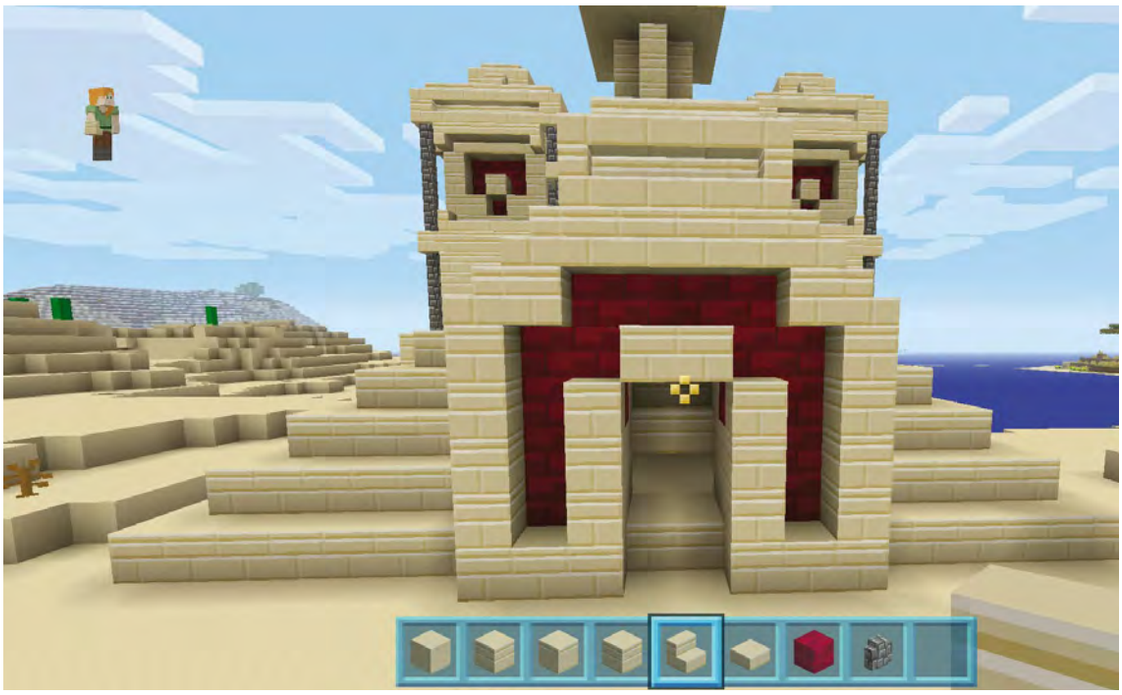
4 Now for the head. Build another frame, this time 8-by-6 blocks. On the inside, one block in, build two walls on the front and back sides out of nether wart blocks (you'll see why in a moment). Next up, fill in the four sides of the wall, and the top of the head, with sandstone blocks.

5 All that's missing from your colossal creeper statue now is its face. For this, count one block in from the corners and hammer out a 2-by-2 square to reveal the eyes. In between the eyes, one-block below, carve out another 2-by-2 square. Then on the left and right of that square, mine up two rows of three for the mouth. Creepertastic!



09 TOP OF THE TOWER

Drop down a 3-by-3 panel out of chiselled sandstone then build each of the corners up by four. In the centre gap, place down three nether wart blocks. At the top, lay down upside-down sandstone steps going all the way around. Lastly, you should have a gap in the roof area, so let's lay more steps in a square formation, facing up, to finish the last part of our giant pillar.



10 THE OPPOSITE DOORWAY

Desert temples have four entrances in total. We've redesigned the front door, so now let's redesign the back one. Start by building out the door frame by one block. Then, drop down three sandstone blocks either side and build five-high spikes on both ends. Add a step formation, then connect the frame back on itself. Add sandstone steps around the top and nether wart blocks in the gaps to the left and right of the entry hole.

11 ALMOST THERE

From behind the frame, build it into the pyramid so the backside becomes a tunnel. Run a horizontal row of half slabs across the middle section (level with the fourth block of the doorway). Next, armed with your trusty sandstone steps, drop them at the bottom and top of the gap in front of the nether wart blocks either side of the entry way. And finally, add steps to the upper section and this doorway's complete.

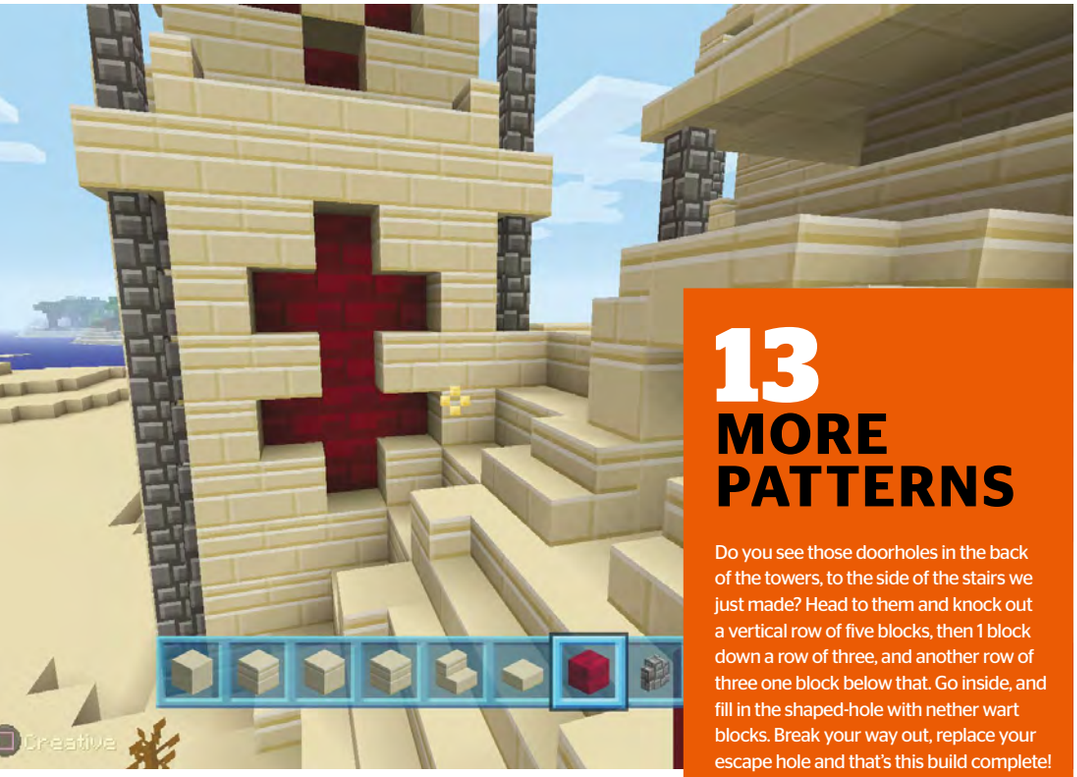
12 STAIRWAY TO SOMEWHERE

Don't' worry, this one's easy. Seeing as we've covered two of the four entrances, it's time to fix up the other two on the left and rights sides of the pyramid. All we need to do is build the frame up with sandstone and chiselled sandstone blocks (with steps in the corner), then place sandstone on every block leading up to the door, before laying down steps to create the staircase leading in.

BUILD BONUS

AN ITEM FRAME DOOR LOCK

Build a standard door frame. Behind on the left drop down five blocks. After the final block, create a step into the middle and dig up a two-deep trench. Next, place a redstone compactor on the first block behind the door frame and run redstone dust to the end. On the last block add a redstone torch. Run redstone down the step, along the trench, until you're one block away from where the door will go. Now drop a block down with a redstone torch on its face. Add in the door, with an item frame to the left, and when you spin an item, voila! The door will magically open for you!



13 MORE PATTERNS

Do you see those doorholes in the back of the towers, to the side of the stairs we just made? Head to them and knock out a vertical row of five blocks, then 1 block down a row of three, and another row of three one block below that. Go inside, and fill in the shaped-hole with nether wart blocks. Break your way out, replace your escape hole and that's this build complete!

SHADERS

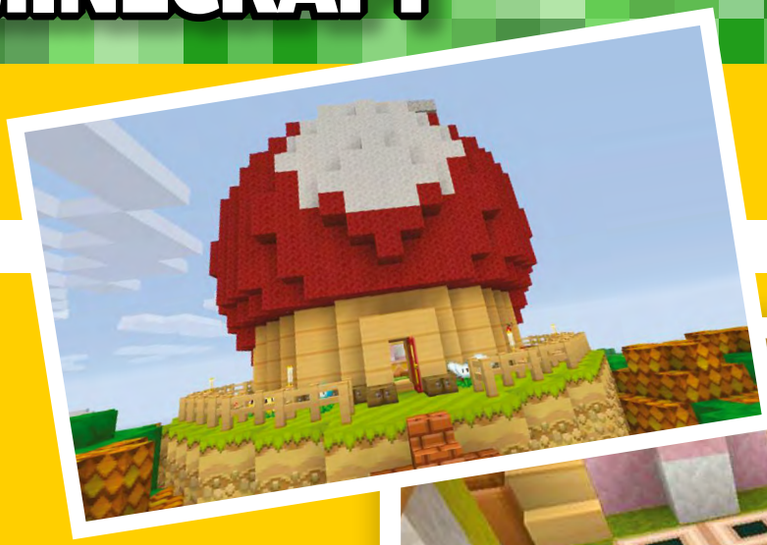
Mayan Sunrise

Shader Sildur's Vibrant Shaders http://bit.ly/1OrjKcp
Map The Temple of Lost Relics http://bit.ly/2rycDJo

LOST IN THE MUSHROOM KINGDOM

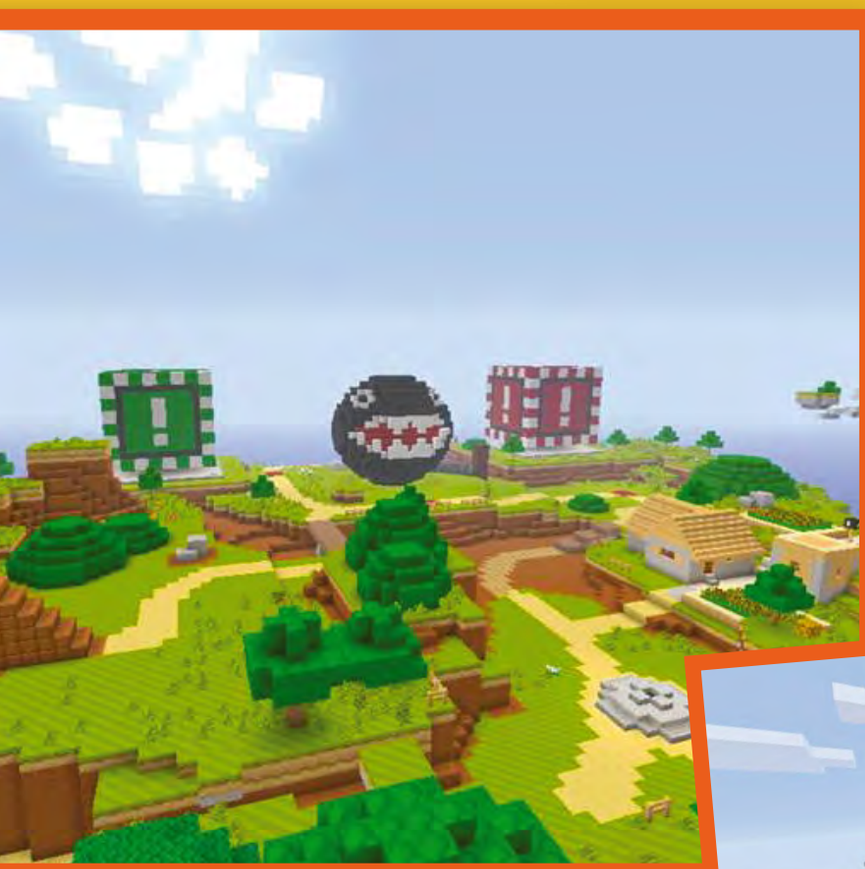
When your pet runs off and gets lost, do you dare to go after it?

Pets eh? Not the smartest bunch. How many have you lost? Not, like, they charged head-first into a creeper kind of lost, but they actually ran off and got lost-lost. That's what happened to me. My pet ran off, through a portal no less. Because that's what they do, they see danger and run towards it with no regard for whether it's a good idea or not, which is totally different to all the times I've jumped off mountains with the intention of landing in a single-block-hole filled with water to break my fall. Totally. Different. What's worse is I thought my pet would be in the Nether; a quick rush in, grab him, get out. But no, that would be way too simple...



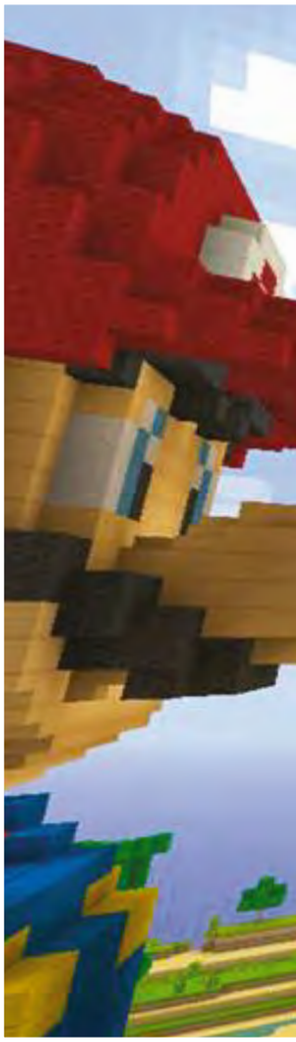
HOUR 1
NEW BEGINNINGS

I stepped through the portal after my pet. Because, you know, that's what all good owners do. It doesn't matter if your pet is averse to being kept safe – like the time he jumped into a ravine headfirst into lava – actually, I forget what my point is here. I guess it's that no matter how stupid, ridiculous, and annoying our pets are, we still love them. And will therefore chase them through a portal into who knows where, which is what I did. Only when I passed through the portal, I wasn't in the nether or the end. I was somewhere else. Somewhere strange and weird. And my portal blew up. Typical.



HOUR 2
A STRANGE NEW WORLD

After climbing through the wreckage of what looked like a creeper explosion, I headed outside to look for my pet. He couldn't have gotten far, right? How fast can they run? Well, it turns out they run really fast. 'Like an ocelot that's just seen a fish' kind of fast. Outside this little – now wrecked – room was a landscape filled to the brim with trees, oversized sentient mushrooms, a cannonball with teeth (teeth! How is that even a thing?!), and oddities I've never seen before. Where I am is the opposite of where I was, and everywhere looks... oddly peaceful.



HOUR 3

WHO IS THIS GUY?

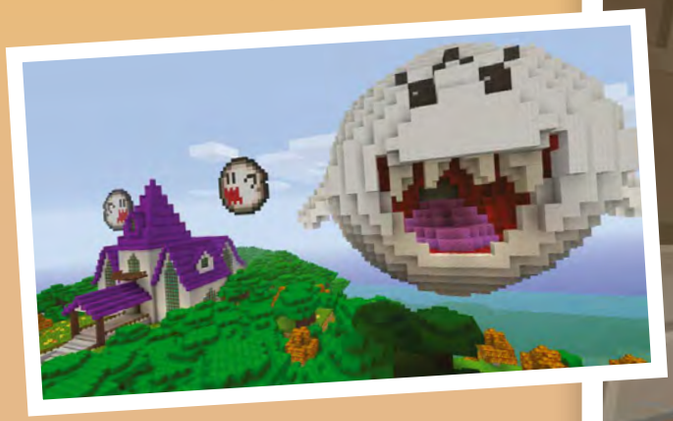
I made my way through the world. Across the green until my little legs couldn't take any more. As my stomach rumbled, I decided to check the surrounding area for food. With all these trees about, finding some nice juicy apples was a piece of cake. Sadly, I couldn't find anything to make an actual cake, though. As I continued my journey, I met a man. I forget his name (I think it was Larry O?). Either way, I asked him if he'd seen my pet. "It's-a-me!" he shrieked. "No, no, I know who you are, that's not what I ask-" he cut me off. "Wah-ha!" he proclaimed, before jumping away.

HOUR 4
IN THE WOODS TONIGHT

That Larry O. guy was useless! I can still hear a faint whisper carried on the wind. "Woo-hoo..." Idiot. I hoped the next person I found was more helpful. Anyway, I carried on walking, and eating apples. I found my way into a forest. The trees. The trees! I swear I could hear them speaking. "Go back," "Not here," "Escape!" Nevertheless I pushed on. I would've hacked one down and turned it into a sword, but you know, talking trees are scary, yo! Eventually I came to a house. The dirt floor beneath me creaked like stepping on wood, and then, suddenly, the trees stopped whispering and all noise faded as I timidly tapped the door...

HOUR 5
ANOTHER CASTLE

Oo's out there? This is my 'ouse," an elderly voice called from within. I slowly entered, one foot in front of the other, step by step. I came face-to-face with a woman in pink. I think she said her name was 'Beach'(?). "Lost yer little friend, 'ave ya? I get lost all the time. Sometimes I end up in castles all alone," she cackled. I could see by the look of disdain on her face, I was in the wrong neck of the woods. Literally. With a few backwards steps, I threw my remaining apples at her and ran.



HOUR 6

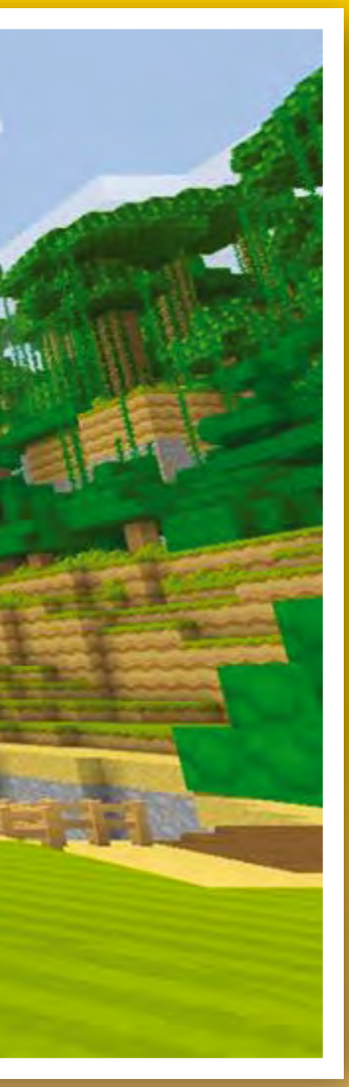
WAH-HA-HA-HA!

So this was going pretty well so far... I hadn't died, but I was without food and I'd used up all my sprinting. Good times... Now where was my pet?! The night sky had gotten pretty dark, and you know what happens at night? All the nasty mobs come out to play. I saw a light in the distance and headed towards it. It was a small, kind of ugly, fort with a funny-looking humanoid-turtle (hurtle?) in front. His name was Trouser. Or Wowser. I didn't know. He seemed friendly enough, but hadn't seen my pet, so I bid him farewell and continued on.

HOUR 7

MY NEW CASTLE

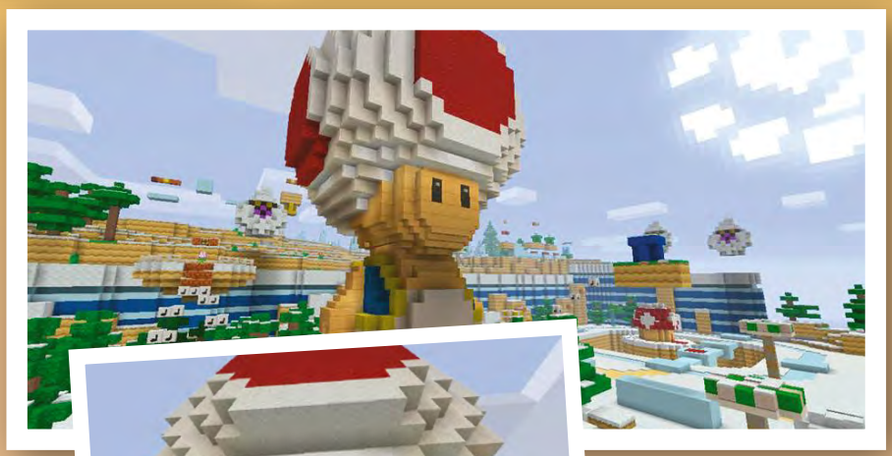
I figured, as you do, I was gonna be here for some time. So what better idea than to build my very own castle? This is the castle I totally built myself. Never mind that it's daylight in the picture, that was an, errm, the sun, yeah, actually, never mind. To build this, you'll need between 1 and 5,000 blocks of cobblestone. Some red blocks. Look, I don't know the name of them, okay? Whatever that picture is in the middle. Some of those window things. Okay, okay, fine. Fine! I didn't build it. I made it up. I am sorry!



HOUR 8

WHAT I ACTUALLY BUILT

Okay. So. I'm no master builder. You got me. Instead, as the darkness of the night sky started to let up, I built a dirt hut. Literally the worst dirt hut you've ever seen. And the door on the front? I stole that from a nearby fort. Don't look at me like that, I don't have opposable thumbs! Building is hard! And to make matters all that much worse, after I finished building my lovely dirt hut, it turns out there was a freaking mushroom house right next door I could have stayed in. TYPICAL!



HOUR 9

A FUN GUY

With the sun back up (I don't know why night only lasts 2 hours, it just does), I enquired inside that mushroom house. I was told to go and speak to a mushroom man by the name of 'Road'. Isn't it strange they live in mushrooms, eat mushrooms, and are mushrooms? Anywho. I met with Road. He babbled on about how "I'm not saying his name right," and something about his "printers being in another castle." Who knows. He had, however, seen my pet, and pointed me in the right direction before patting me on the head.

HOUR 10

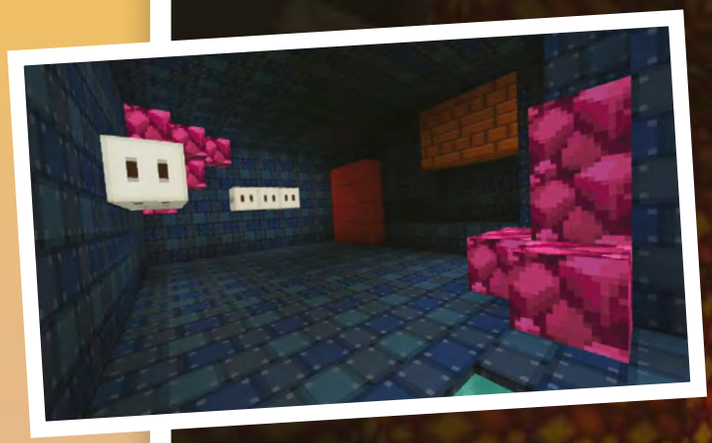
YOU'RE KIDDING ME?

HE WAS IN THE CANNONBALL WITH TEETH'S MOUTH! Stupid, stupid, Steve. If you're ever thinking of getting a pet, don't get a human. They're idiots. Danger-seeking idiots. Wait, you didn't think I was a human did you? I'm quite clearly a dog. A human wouldn't be able to find a lost dog, but a dog sure could find a human. I can't believe you thought I was a human. Outrageous! Could a human release the cannonball with teeth from its hinge so it flies into the wall and lets the trapped human inside free? No, they couldn't. I could, though, and did!

HOUR 11

HOMEWARD BONE

Steve, my pet, thanked me for saving him for the millionth time this month, and patronisingly ruffled my fur. "I don't know about you, but I've had enough of this place," he told me. From the bits of the cannonball teeth monster (seriously, why does it have teeth?), Steve made a stone sword and a stone pickaxe. I'd have done it myself, but opposable thumbs and all that. Ignoring my advice, Steve dug straight down. We both fell into a fiery pit, (Steve actually fell in lava but I pulled him out – a million and 1 times this month, now). Next to the pit, thankfully, was our escape route: Another portal.



HOUR 12

WHO'S A GOOD BOY

And with that, our story ends at last. We stepped through the portal and found ourselves back in our village. Well, Steve spawned down a well. Yes, I saved him. Yes, it was the millionth and second time this month. And yes, I probably should have left him. That'd teach him to not get himself into trouble. But here's the thing, though: He's my pet. And no matter how stupid, ridiculous, and annoying our pets are, we still love them. We love them and we'd do anything for them. Now, where in the world is my treat?

CONCLUSION

Humans are stupid. Don't get a human as a pet. They love getting themselves into danger, they pick fights with skeletons with only their fists to protect them, and they ALWAYS stare at Endermen. Even dogs know not to stare at Enders. Crikey, you can teach an old dog new tricks but you can't teach humans not to stare at Endermen. Or not to dig straight down. Or up. Next time you see a human, and they're thinking about doing something dangerous, remind them to think like a dog. Dogs are much, much, much smarter.

SHADERS

Hidden Booty

Shader Chocapic13's Shaders http://bit.ly/1yaQA4M
Map Pirates http://bit.ly/2shVhgP

TIME FOR ADVENTURE!

If you know who Finn and Jake are, you need the new Minecraft Adventure Time Mash-up!

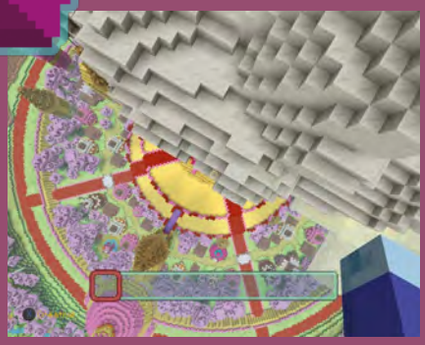
dventure Time! C'mon, grab your friends..." Like us, when you hear the first line of the Cartoon Network's hit animation *Adventure Time*, you probably grab your popcorn and hit the sofa for another epic tale of the exploits of Jake ("the dog") and Finn ("the human"). Nine seasons since the show first took over the TV schedules, it makes perfect sense for Minecraft and *Adventure Time* to hook up for a new skins pack, downloadable for Xbox One and Windows 10.

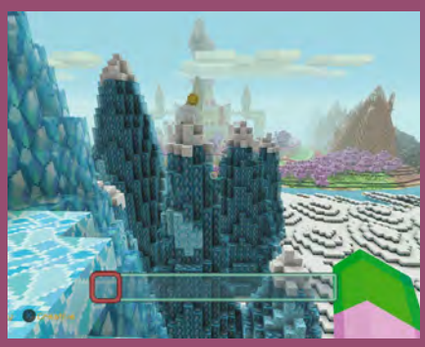
When we say 'skins pack', though, we don't mean that the mash-up is just a set of character costumes (although there's an impressive 51 of 'em!). The 2D Land Of Ooo, when transformed into our favourite three-dimensional blocks, looks amazing, with a level of detail that blows our minds. Read on for our top 10 tips for making the most of the mash-up...

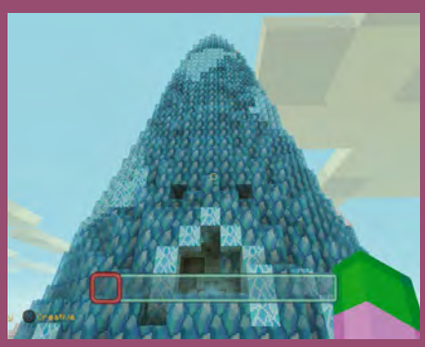
01

DISCS OF DOOM

Who doesn't get a thrill when they open a chest to find a music disc? There's 12 of these circular beauties to unearth in the Adventure Time Mash-up: a hot tip is to head to the very top of any structure, where there's a strong chance that one of them will be waiting for you. There's one nestled away at the top of the Ice King's fortress, and if you climb all the way to the top of Princess Bubblegum's castle in the Candy Kingdom, there's one there too. But are we going to tell you where all 12 are? Hey, it's supposed to be an Adventure – be adventurous!







02 BOXING CLEVER

Make the most of any opportunity to search a chest if you see one. Sure, a lot of them are empty, but many of these cute, super-useful boxes contain valuable stuff for your inventory. One of the great things about the Adventure Time Mash-up (let's call it the ATM from now on and save space!) is the detail that the designers have included inside the structures, so where a normal Minecraft world might have a lot of undecorated rooms, the ATM tends to cram tons of stuff in – including chests.

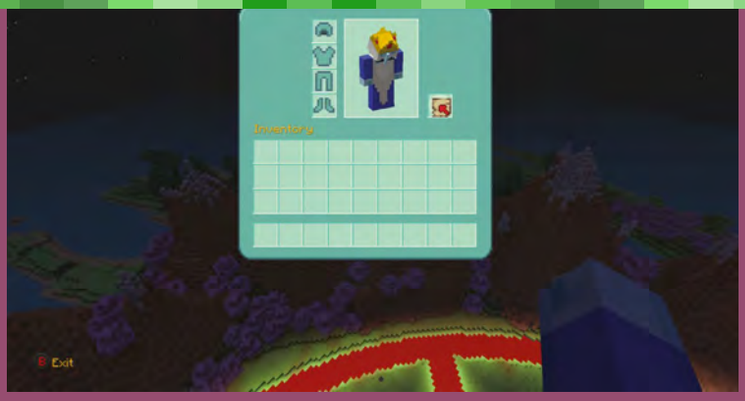
03 FIT FOR FIGHTING

If you're playing in Survival mode, don't be fooled by the cheerful, comforting look of the ATM environment. There are hostile mobs lurking here and there, and some of them will spawn if you trigger them by picking up an item – so beware! Craft a pickaxe or bow and arrow at the very least if you want to make it through the game in one piece, and don't forget to equip yourself with armour (even though it covers up your cool Jake or BMO skin).

04

ICE ICE BABY!

Your default spawn point in the ATM is Finn and Jake's amazing house, which you'll already be familiar with from the TV series. Look out of the window and one of the first things you'll see will be the Ice Kingdom, one of our favourite features of this killer skins pack. Head to the Ice King's fortress and your mind will be blown by how well the designers have adapted the original designs. They're obviously big fans of the show, including a million references to the episodes: for instance, in the Fortress you'll find a drum kit belonging to the evil King himself, plus a cage where he keeps trapped princesses.



05 MAP IT OUT

A map is invaluable in any Minecraft environment, we reckon, but especially so in the ATM world, because there's just so many cool features and structures to explore. The fact that everything is crammed close together also means you can lose your bearings pretty fast, so keep that map handy. A hot tip is to keep it in your left hand by dragging it to the appropriate box in your inventory (usefully, it's just below your avatar's left hand).

06 BURN BABY BURN

Ouch! The ATM world is full of ways to singe your soles. There's a lava moat around the Candy Kingdom, for starters, so don't try and leap over it in Survival Mode – get yourself around to the front entrance like a respectable visitor. And here's a hot (ho ho) tip: when faced with Magma Blocks, as you will be from time to time, make them less likely to cause blisters by placing a stone block on top of each one.

07

NIGHT NIGHT

We all need a snooze now and then, and in Minecraft we're big fans of finding a nice bed, dropping off for forty winks and waking up safe in the knowledge that you've bagged yourself a secure respawn point. At first, though, as you roam the ATM, you might begin to worry that beds aren't exactly thick on the ground – especially when Finn and Jake's cosy house is way back over the horizon. Relax, though: there's a bed in more or less the first room you enter in the Candy Kingdom. Get to it, and nab yourself some beauty sleep.

08 NO CLOUD ALLOWED

One of the most enjoyable features of the ATM is the sheer beauty of the landscapes you can view from any balcony or tower top – so why let a bunch of clouds ruin the view? Head directly to your Video Settings, where you'll see a Render Clouds checkbox. Uncheck it and head back for an unrestricted panorama to please the tired eyes! Now, if only we could figure out a way to do this in real life, eh?

09 DON'T STAIR

If you're playing the ATM in Survival mode, there's no flying for you today, buddy. No problem – when you come to a deep cave under the Ice King's fortress, you half-jump, half-run down the winding staircase to explore the mysterious area beneath. Oh, but when you try and climb back up again, you see that half the stairway blocks are missing for some reason... Never fear. Replace the missing blocks with stone ones of your own and you're on your way!

10

FANGS FOR EVERYTHING

We reckon the downright coolest part of the ATM is the Nightosphere, the terrifying underworld reminiscent of the Nether, which you access via a portal in the castle belonging to Marceline the vampire. Abandon hope, all ye who enter here! Although Marceline is a friendly character in the TV series, her home is anything but welcoming. Once you're in, you'll soon discover that a ton of hostile mobs are out to get you, with the sky full of aggressive ghasts, skeletons and flaming zombies. They'll shoot at you or execute a melee attack the moment they see you – so stay vigilant and stay equipped with weapons.

MINI BUILDS

Build amazing things in 10 minutes!

MAKE AN EASY ELEVATOR

1 BUILD A TRENCH
Dig a trench four blocks long and three deep. Place a redstone repeater two blocks in and place a building block on either side. Now place a sticky piston on top and place some redstone in front of it.

2 MAKE YOUR JUMP PAD
Place a slime block on the piston, then place a heavy block on either side. Now place a heavy block on three of these and set down a button on the fourth. Place flooring blocks around it.

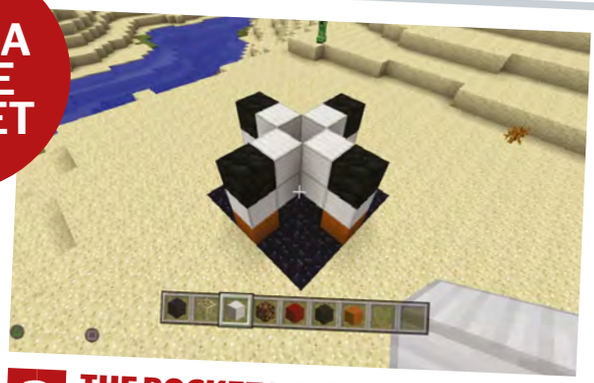
3 MAKE YOUR LIFT WORK
Now place a redstone torch on the side of the lowest block in the remaining hole. Place a building block over it and add another torch on this one. Now add four blocks on top of the heavy block.

4 FINISH
Add a block on the torch, place a torch, then repeat. Place a final block at the top, then a sticky piston. Add another block in front. Now add flooring blocks to make your second floor.

BUILD A SPACE ROCKET

1 THRUST AND FINS

Use an orange block (such as red sandstone) and place four of them in a cross pattern (we made ours four by four). Place an iron block on each one and then a coal/obsidian block.

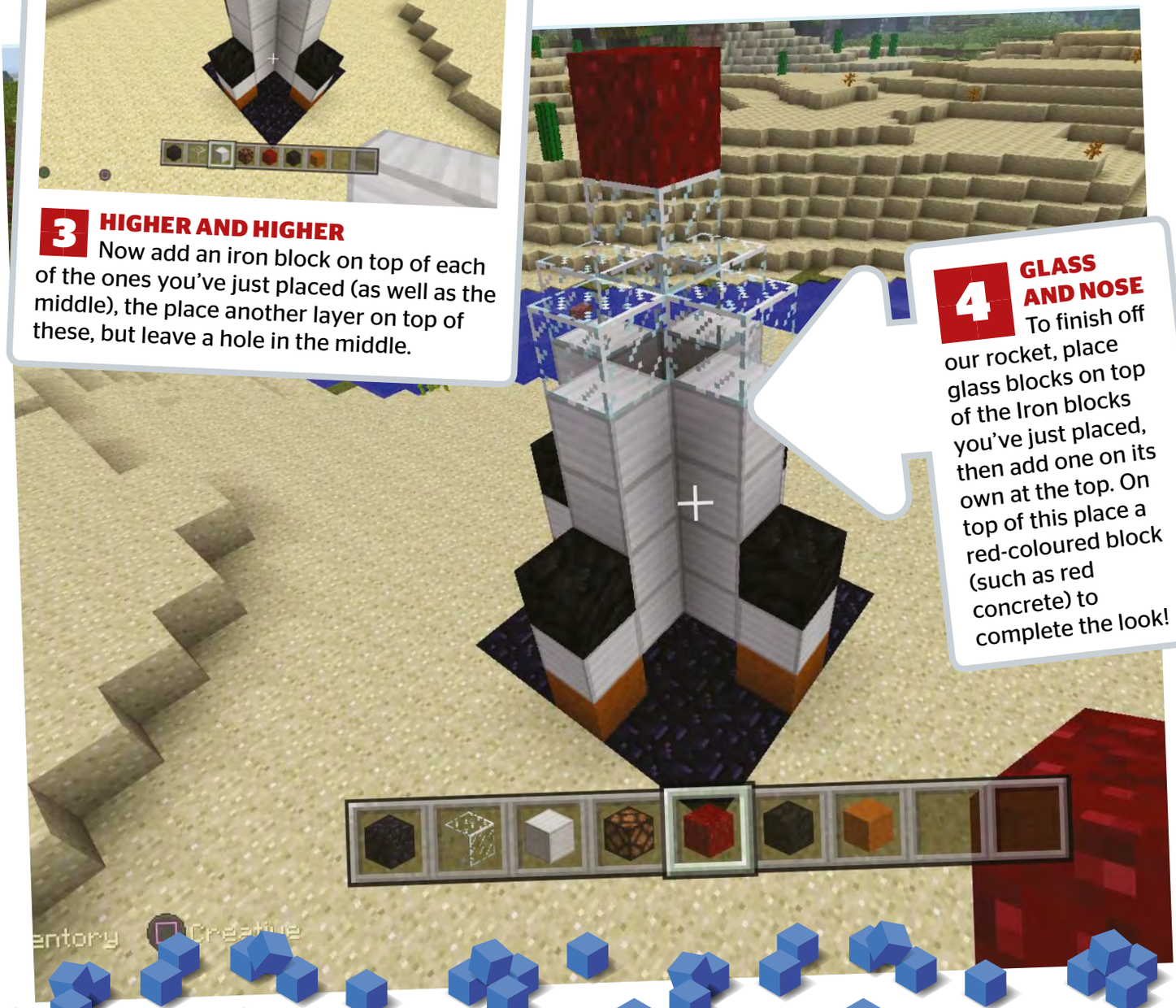


2 THE ROCKET BODY

Next, place an iron block to the side of each white block so it's moving inwards (see picture). Now place another on top. Repeat this for each of the four sides.

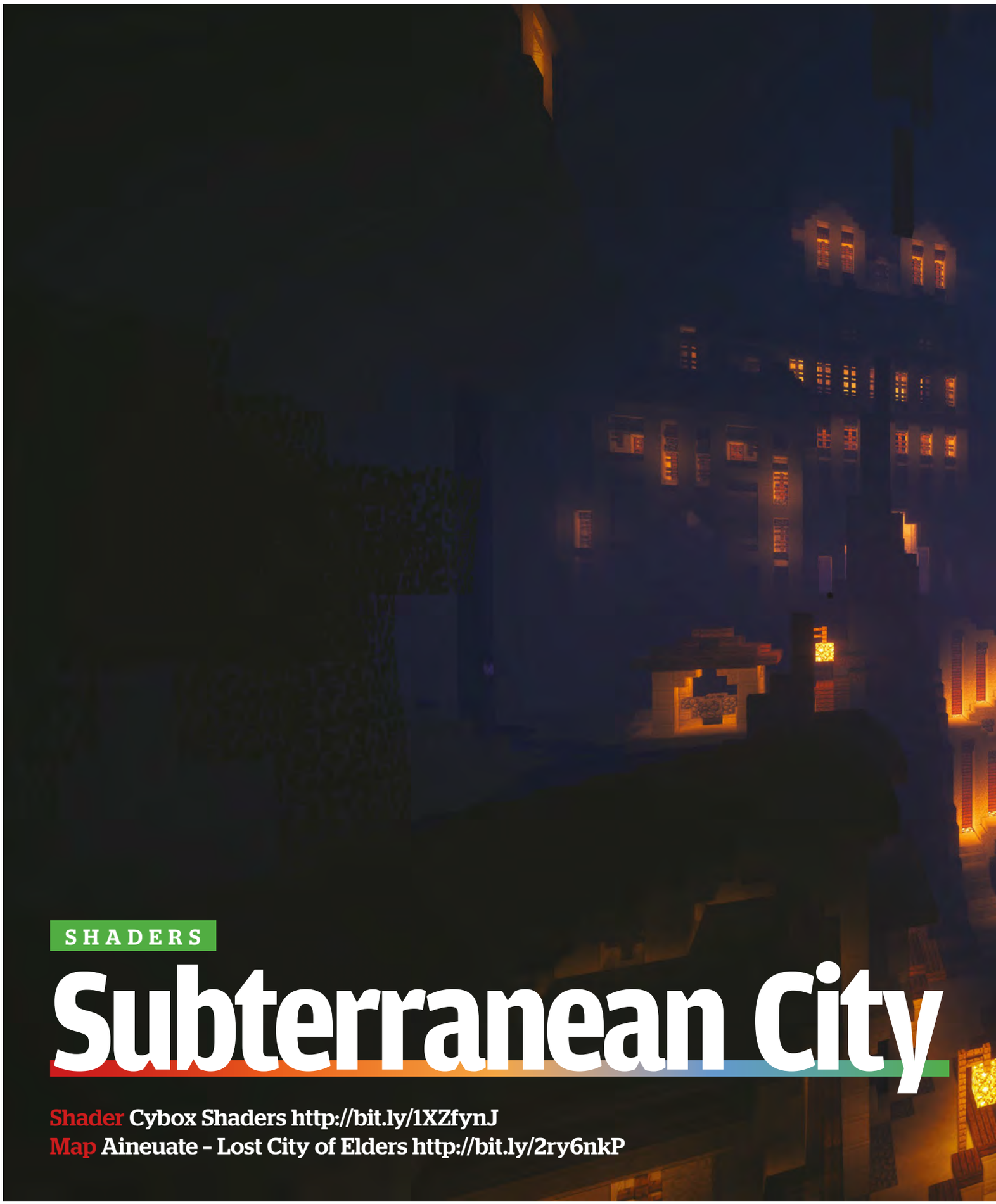
3 HIGHER AND HIGHER

Now add an iron block on top of each of the ones you've just placed (as well as the middle), the place another layer on top of these, but leave a hole in the middle.



4 GLASS AND NOSE

To finish off our rocket, place glass blocks on top of the Iron blocks you've just placed, then add one on its own at the top. On top of this place a red-coloured block (such as red concrete) to complete the look!



SHADERS

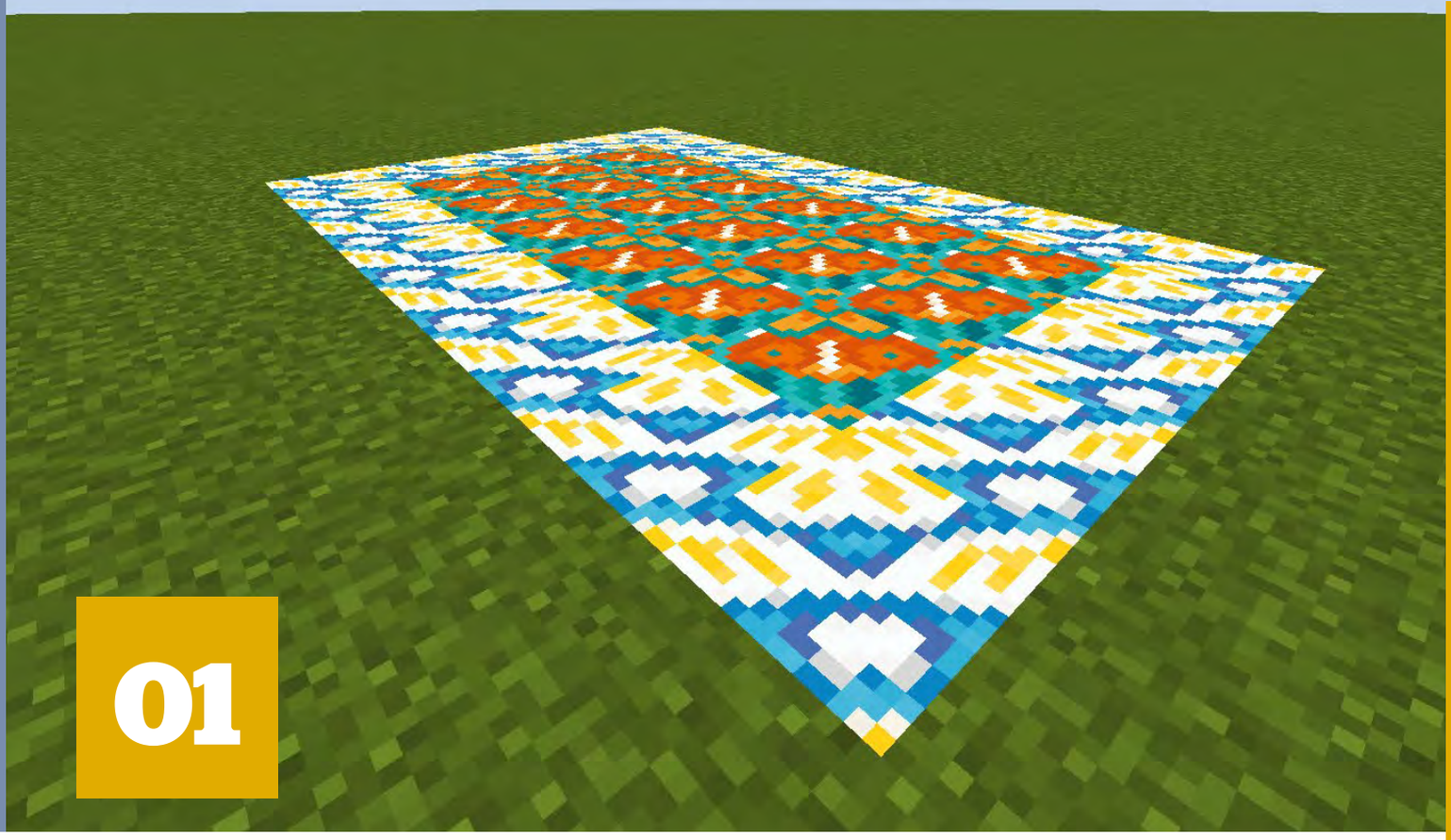
Subterranean City

Shader Cybox Shaders http://bit.ly/1XZfynJ
Map Aineuate – Lost City of Elders http://bit.ly/2ry6nkP

BLOCK ROCKING BEATS

Killer new glazed terracotta and concrete blocks are now available – so let's get building

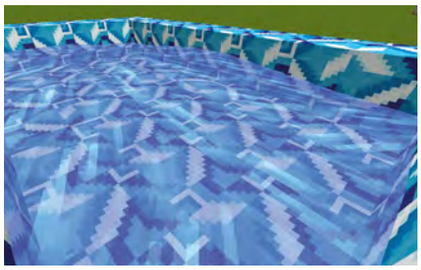
The most fundamental element of Minecraft building has to be blocks. Whatever their colour or material, it's the big cubes that make up the basis of pretty much everything we do – whether we're fighting, exploring or just plain old construction. The recent Discovery Update added a whole load of cool new blocks into the existing range, with 16 glazed terracotta variants and a further 16 new concrete blocks to build with in the Pocket Edition. There's also a block range made from concrete powder, which transforms to concrete when contacted by water, making them ideal for trapping and other cunning moves. Sure, the glazed terracotta range is primarily an aesthetic tool, but hey, what's wrong with looking good? We want to build structures that please the eyes as well as expand our universe, after all. Read on for ten amazing ways to be the cool new kid on the block...

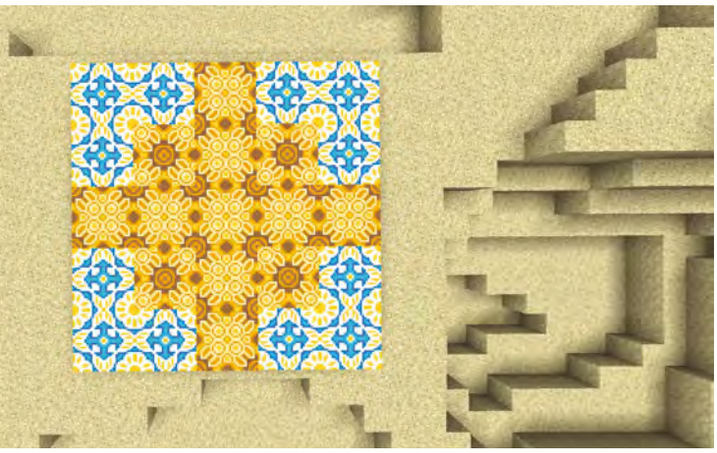


01

LITTLE AND LOVELY

Let's kick off with one simple mission – to make smaller Minecraft features brighter, more vivid and more likely to frazzle your buddies' eyeballs. Whoever designed the 16 new glazed terracotta blocks has clearly never heard of the philosophy of 'less is more', using dayglo colours that the most demented chameleon would balk at. Why have a black structure when it can be pink? Why have a grey swimming pool when it can be electric blue? Whatever your building needs, 'glazed' and 'terracotta' should be the words you type into your inventory search box if you want to make a bold impression.





02

ART ATTACK

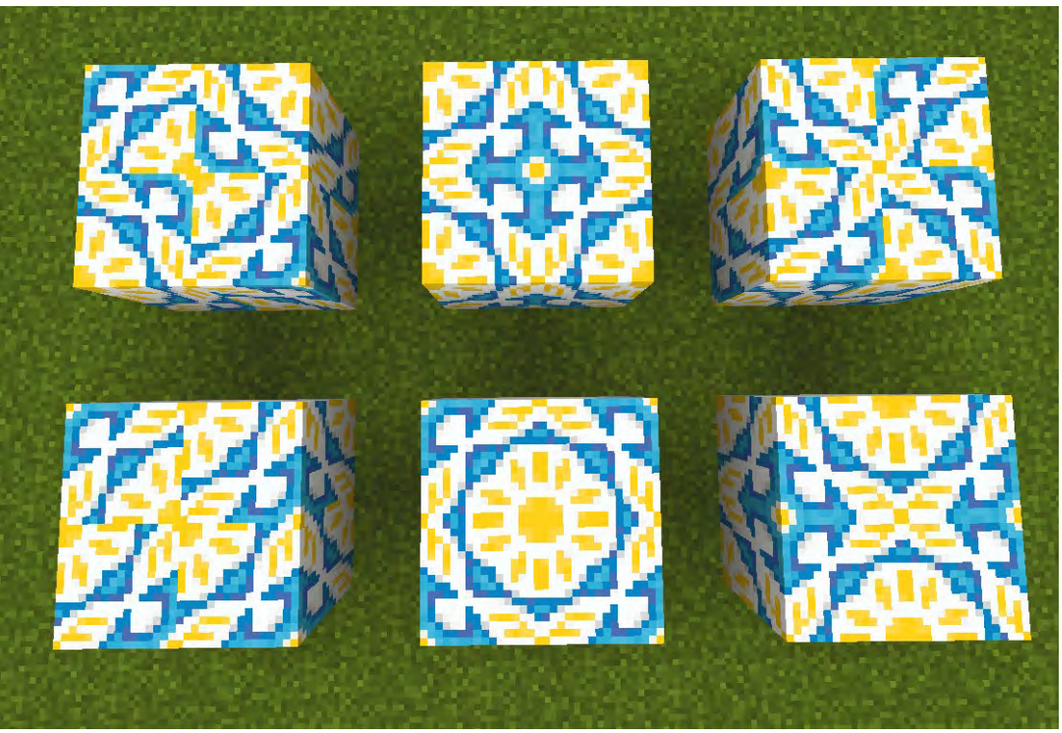
Sometimes you don't need to build anything recognisably structural in Minecraft – it's a fantastic tool for simple, artistic expression. Seen a cool pattern you like? Dive into it and experiment with simplicity and repetition. It's like being at school all over again, but without having some tyrant of a teacher forcing you to draw pictures of an old vase. Enter creative mode, forget about hostile mobs for once and enjoy the moment. Picasso would have loved Minecraft, we reckon.

03

BUILD COLOUR

Make your larger structures stand out from the crowd with the new terracotta blocks. Towers, cabins, temples, mansions – either build from scratch with the new colours or spice up existing ones with a splash of colour here and there. The only limits are your time, imagination and the parameters of your crafting table. Running out of glazed terracotta? Smelt new ones and restock your arsenal. That scale model of the Colosseum in Rome will look much better in lime green!

04



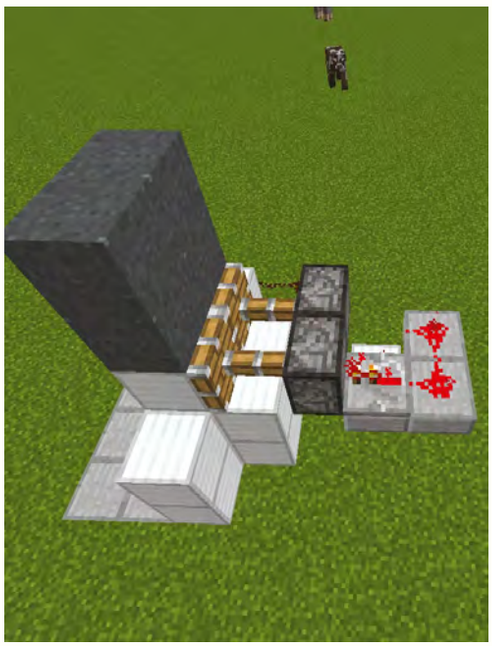
SMELT IT!

So how do we get those prized glazed terracotta blocks into our inventory if we're in Survival or Hardcore mode? Fortunately, it's a simple process. Simply bring up your crafting table and make sure you've got some form of fuel – wood or coal will do it – as well as a dyed terracotta block, itself made from a clay block, which has been through the furnace with a dye of your choice. This dye determines what your finished glazed terracotta block looks like in one of several patterns and 16 colours. Of course, if you're in Creative mode, you'll have an infinite supply of everything you need – but you never know...

05

SET UP A TRAP

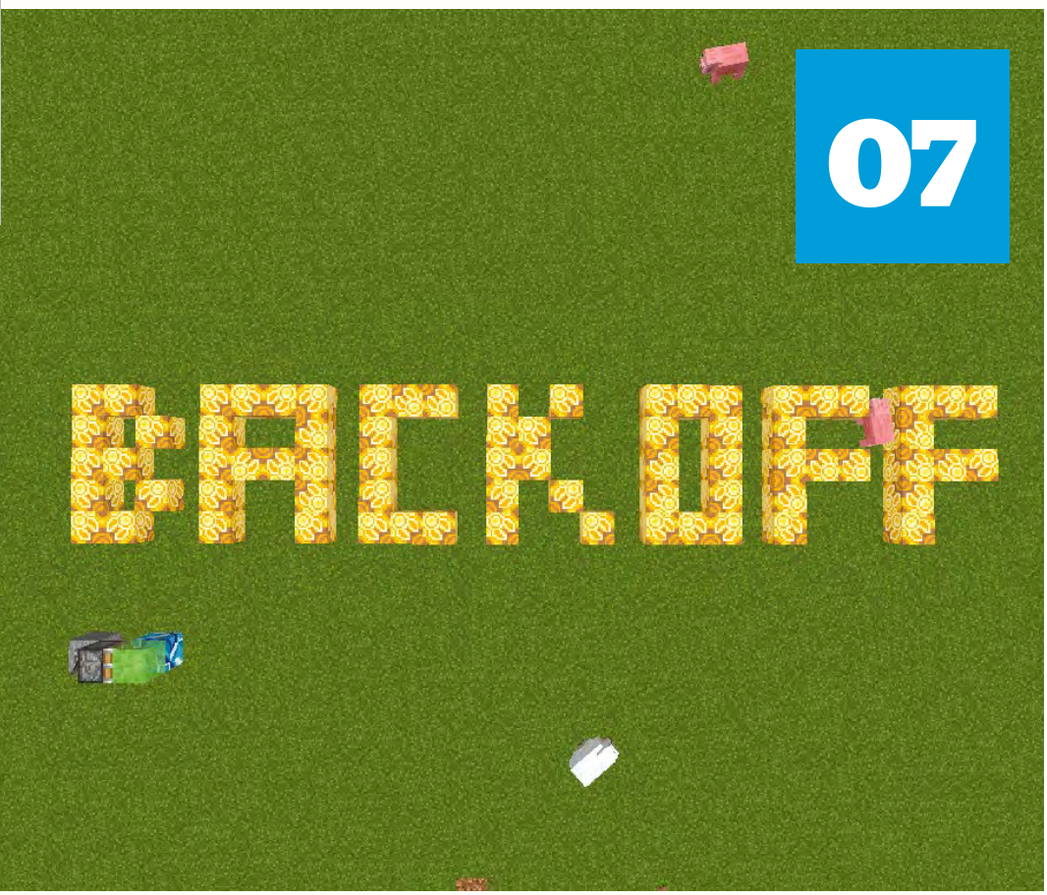
The new concrete blocks are heavy and will inflict serious damage on any player. Why not make use of this interesting property by setting up a trap? Lure an unexpected player into a confined space, perhaps with some useful loot as bait. A lever will tempt them to pull it if they're over-confident – you could even lead them up to it with a sign promising goodies! Once they hit the lever, your ton of concrete sends them back to their spawn point!



06

STRONGER THAN ALL

Looking for something other than clay or wool to build with? Concrete is an excellent alternative. With solid colours, decent blast resilience and (obviously) increased strength, it's perfect for heavy-duty construction in a multitude of colours. As we've seen, combining water and concrete powder is the way to make it – you'll need a pickaxe – of any kind – to mine it once it's solid. Note that concrete powder behaves like sand or gravel and is subject to gravity.



07

WARN 'EM OFF!

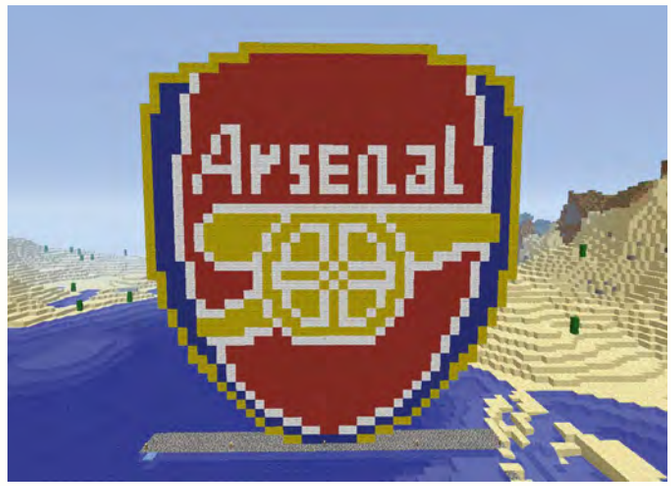
Ensure that enemy players get a clear message about not trespassing on your property with warning images – a Creeper, Vindicator or Zombie face is always good – using super-bright glazed terracotta blocks. Conversely, if you want to encourage your friends to head in a particular direction, take advantage of the Magenta block (#0237), which has an arrow handily printed on it. Far be it from us to suggest that you should ever create a fake series of arrow trails leading gullible players into a lethal trap rigged with TNT... That would be wholly unethical – but also brilliant!

SLIME TIME

A little-known advantage of using glazed terracotta blocks is that they don't stick to slime blocks unless attached to the front or back of said slime – place them on the sides, top or bottom of a slime block and they won't move with it when it's pulled. So what, we hear you say? Well, for starters this means that you can create a glazed terracotta tower, top it off with a slime block, use it as a trampoline and remove the slime at the end without destroying the whole thing.

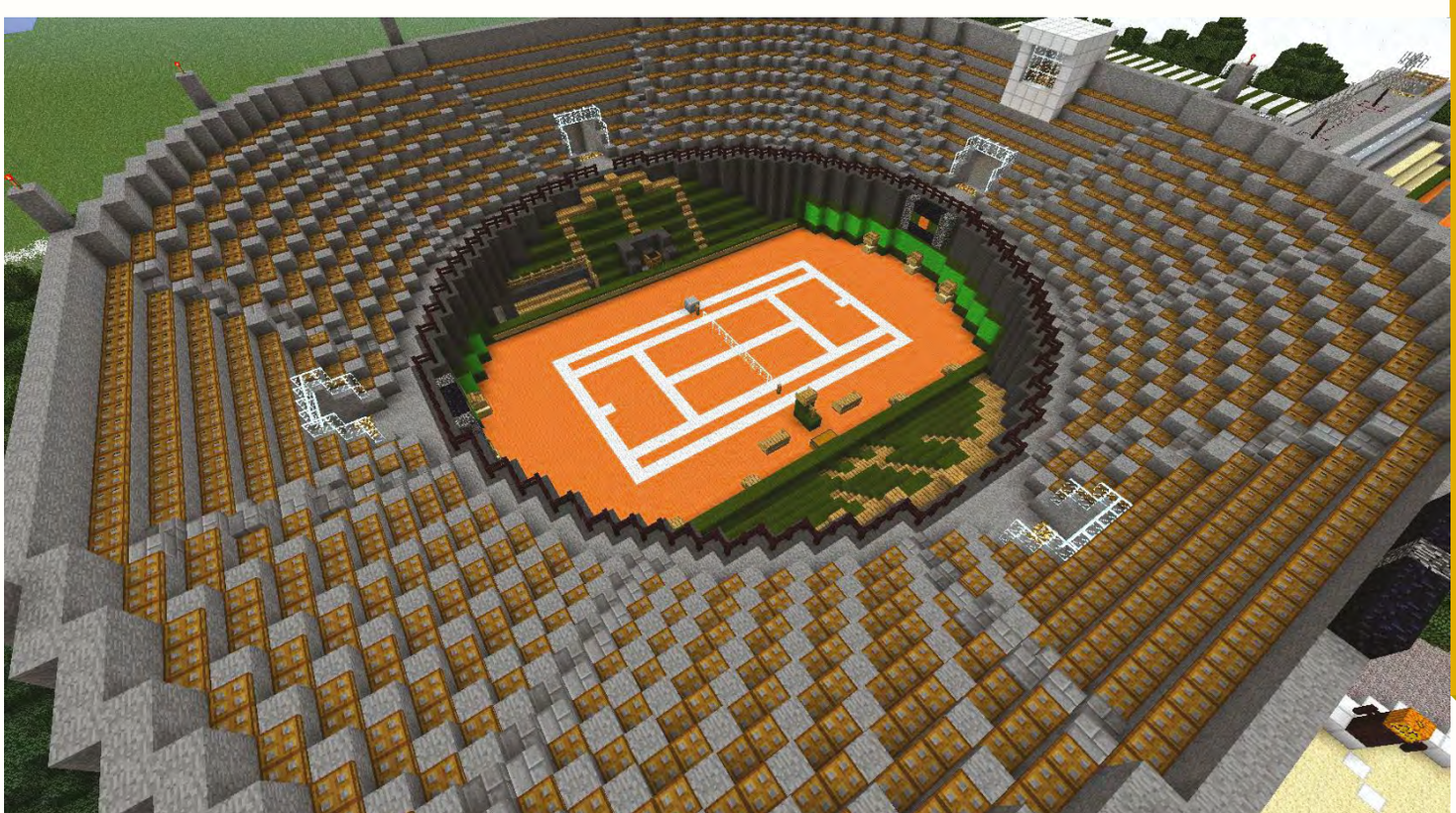
TIME TO TESSELLATE

The last time you heard the word 'tessellate', you were probably about eight years old and doing art at primary school. However, the art of symmetry lends itself to Minecraft like few other environments, thanks to a particular property of glazed terracotta blocks that we've alluded to indirectly already. The texture of each block will rotate according to the direction you're facing, so if you place a few of them in a two by two or larger group, their textures will align seamlessly and you'll have created a masterpiece.



REFLECT REAL LIFE

It's your buddy's birthday: craft them a glazed terracotta message. Or it's your football team's big day: send them a message in living colour! Whatever your allegiance, event or cause may be, reflect it with 16 kinds of block in Minecraft and send a screenshot to the relevant person. Sure, you can do this with regular blocks – but with the new glazed ones in your inventory, you can do it bigger, louder and more inventively. How cool would the last general election have been if everyone had crafted a stunning red, blue, yellow, green or purple banner and shared it online?



SHADERS

Abandoned Arena

Shader Chocapic13's Shaders http://bit.ly/1yaQA4M
Map The Hunger Games – The Overgrown Arena http://bit.ly/2rD15zH

WELCOME TO THE 'CRAFTCAVE

The perfect dig for every Minecraft hero – learn how to create your very own lair underground

Every adventurer needs a place to call home. But who needs a house anymore? Why not have a LAIR?! This build guide will tell you all about how to go about making your very own cavern, how TNT can make realistic Minecraft caves, how to use water and platforms to create a home even Batman would be proud of, and for those of you looking for an extra challenge, we'll talk you through how to create a working up-and-down elevator.

01 BLOW IT UP

First things first, find a nice big space and dig a two-wide hole around 50-70 blocks down. Now for the fun part. Dig a 70-long-ish, two-high corridor and fill it with TNT. Grab a flint and steel then set it off. You should be left with a decent-sized room. Now add more TNT and blow it up again. Keep doing this until you've left yourself with a giant cave. Oh, and be sure to grab some night vision potions!

02 FILL IT UP

With our new cave hollowed out, next we'll need to fill the bottom with water. Due to the ground not being level, what's important here is to pick the right water level. Generally you want it about five blocks deep, but remember, wherever you place your first water bucket, the rest of the water needs to be level with that first one. Dropping buckets around the outside in a clockwise fashion is a good way to keep everything level.

03 THE FIRST PLATFORM

To build our first platform we need to find the rough centre of the cave – it doesn't have to be exact. From here we'll build the shape shown in the water out of quartz pillars. The dimensions are: four blocks, two blocks left, one block, turn, two blocks then another four blocks. If you repeat this four times in total, the shape will join back on itself. When you're finished, build the pillars downwards to below sea-level.

04 THE FINISHING TOUCHES

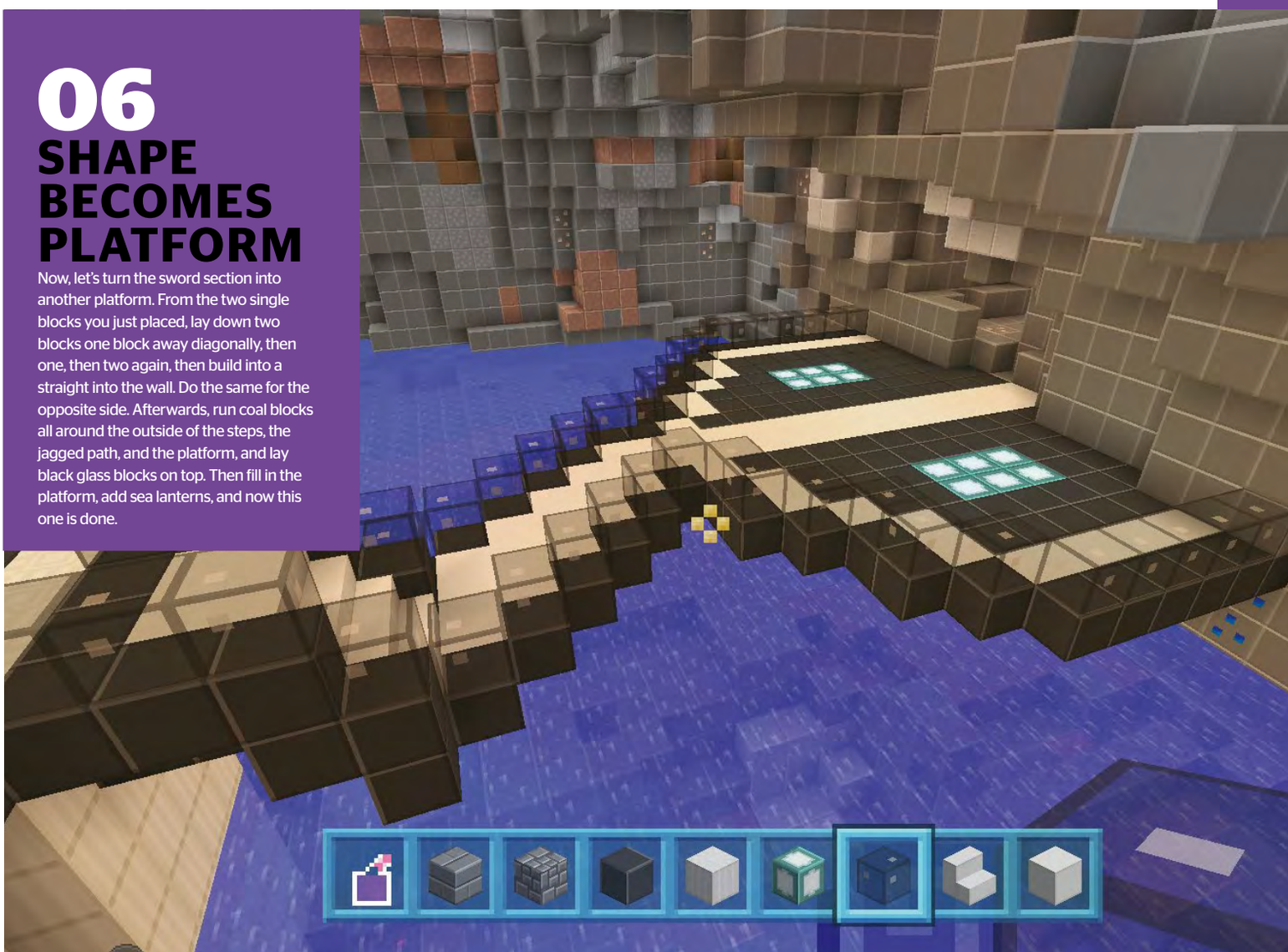
With the base section built, extend the pillars so they're five blocks above sea-level. Next, add coal blocks to your hotbar, then run them around the outside of the quartz platform. Fill in the inside, also with coal blocks, and then knock out four two-by-two holes and replace with sea lanterns. At this point your cave will have some light, but keep using the night vision potions for now. There's not quite enough light yet to see clearly.

05 BUILD THE SECOND PLATFORM

From the right side of the platform build two sets of two-wide steps out of quartz blocks. Next, one block to the right underneath the bottom steps, build a row of three. Do this five more times to create a jagged pathway. End by building a two-wide straight strip that connects to the nearest wall. One block away from the start of the strip, drop one block on each of the sides to create a sword shape.

06 SHAPE BECOMES PLATFORM

Now, let's turn the sword section into another platform. From the two single blocks you just placed, lay down two blocks one block away diagonally, then one, then two again, then build into a straight into the wall. Do the same for the opposite side. Afterwards, run coal blocks all around the outside of the steps, the jagged path, and the platform, and lay black glass blocks on top. Then fill in the platform, add sea lanterns, and now this one is done.



07 THE THIRD PLATFORM

Head back to the centre platform. Look to the North side, and build steps out of quartz blocks heading up to the furthest wall. When you're around eight blocks from the ceiling, grab some stone blocks and create a flat square platform built into the nearby wall. With black coal, run around the outside of the new platform as well as the staircase. Finally, drop black glass blocks on top of the coal to continue the overall décor.

08 THE LONG WALKWAY

Back at the centre platform, look to the South side and build a four-wide runway from here all the way to the southern wall, leading towards where you first entered after digging down and dropping TNT. Grab your sea lanterns and replace every second block on the left-and-right of the runway. Add black glass above the left-and-right sides, and then you're free to drink some milk to check out how the cave lights up – then remember to drink the night vision potion again afterwards!

REDSTONE LIFT

The only way is up (and down)!

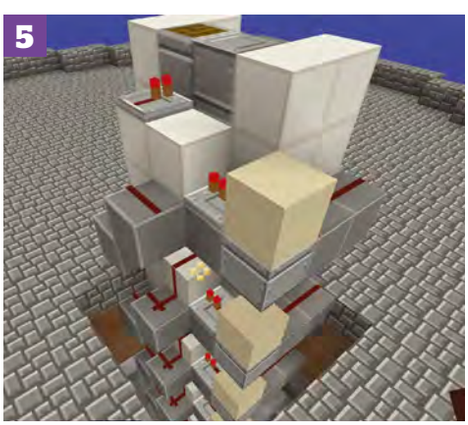
1 At the end of the long runway coming from the south side of the centre platform, drop down two quartz blocks coming off both sides of the glass blocks. Then, build a two-wide column all the way up to ground level. You'll also want to clear space around this structure, so break all the blocks within a four-block radius of the quartz.

2 From the base of the back column, count two blocks up and on every second block, place a piston facing down on the left and a piston facing up on the right. Both pistons should be next to each other. To finish, place a button below and a block out from the pistons on the left. It'll all make sense soon...

3 The redstone for this looks harder than it actually is. On the floor to the left of the two-block quartz coming off the glass, place a row of two stone blocks with redstone on. Drop an up-facing piston behind the stone with a block of sand on. A stone block with a repeater on goes to the left of the piston. Then mine out the two blocks behind the pistons and lay redstone on the right and a repeater on the left.

4 Once everything is in place, you should be left with a gap behind the up and down pistons. Place a stone block behind the left piston (when viewed from behind) then another stone block up and right one block. Trail Redstone dust over these two blocks. The down part of the bottom left lift should work now.

5 To get the whole lift working you'll need to repeat Step 3 and Step 4 for every set of up and down pistons your shaft has. The first few are the hardest, but once you hit your fourth or fifth, you'll be a pro and it'll feel a lot easier. If you're after a case to house the redstone, head back to the underground lair and build Step 12 and Step 13 around the Redstone contraption.



09 BUILD A STAIRCASE

On the left side of the centre platform, we're going to build some super swanky stairs. Grab your black glass blocks and lay one down, then another diagonally behind and up one block. Keep dropping down black glass until you near the ceiling, then drop half quartz slabs on the front two sides on the lower half of the glass blocks, then run black coal off each of the quartz slabs.

10 ANOTHER PLATFORM

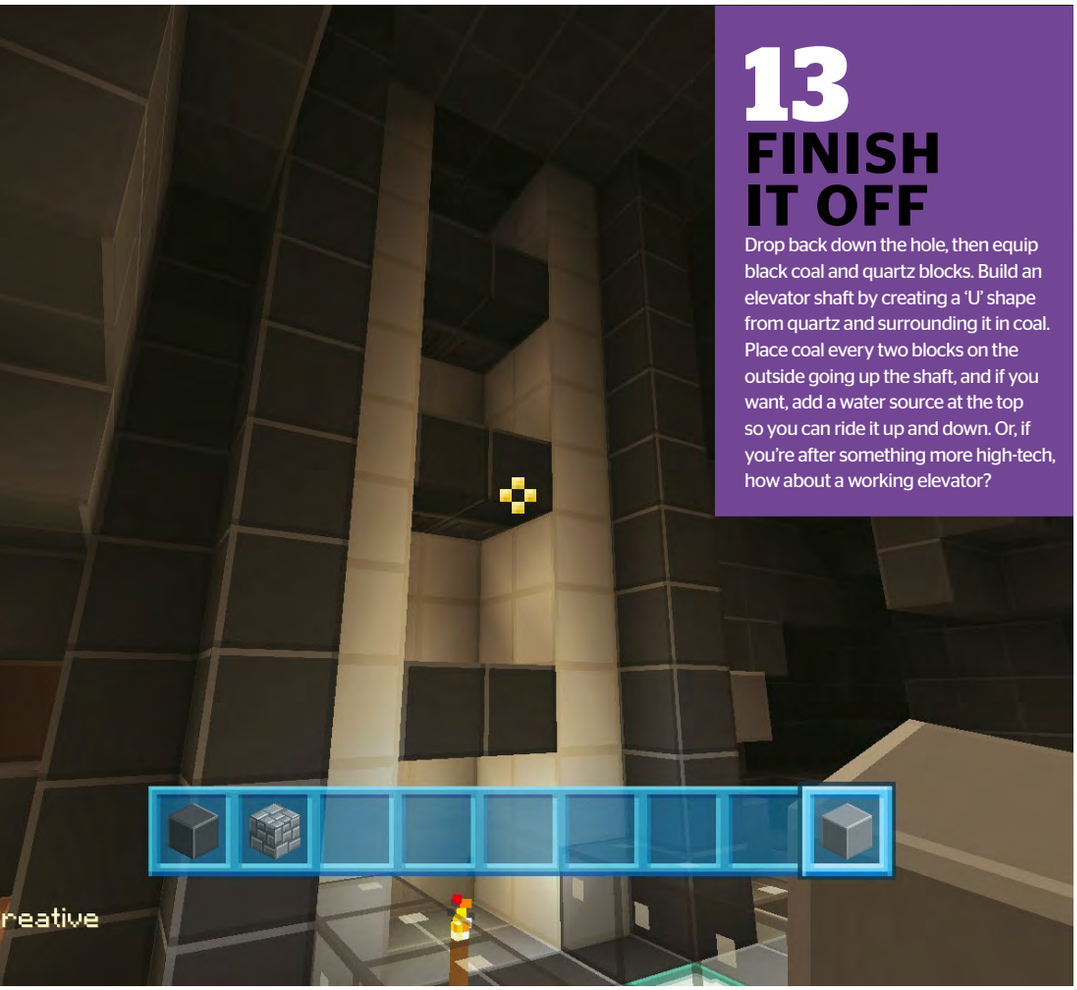
At the top of the swanky staircase let's build another platform in the same way we did in Step 3. Begin with the quartz framework – the four-two-left-one-turn-two formation on repeat. Then fill in the ground with coal, before laying black glass blocks around the outside edge. Feel free to add in sea lanterns to the ceiling if this area is a little too dark at the moment, and any decorations that take your fancy.

11 A SECRET ENTRANCE

Head to the second platform we built, and from the south side, build quartz steps coming off and along the wall surrounded by coal and glass. At this point, it's worth adding in fountain streams around the cave. For this, build a three-by-three hole in the ceiling and add in sea lanterns then place a water bucket on the middle block. The sea lanterns will help illuminate the stream when it goes dark. We went with four different streams, but the amount is totally up to you.

12 BUILD AN ENTRANCE

The very first thing we did was dig a really deep hole. Go back to that hole and follow it back up to ground-level. With cobblestone, mossy cobble, cobble steps, cobble wall, and some torches, build a structure directly above the hole so it's not just a random two-wide hole in the ground. Ours is just a four-wide mini-corridor with steps at the front, and upside-down steps above and to the sides. Anything discreet works.



13 FINISH IT OFF

Drop back down the hole, then equip black coal and quartz blocks. Build an elevator shaft by creating a 'U' shape from quartz and surrounding it in coal. Place coal every two blocks on the outside going up the shaft, and if you want, add a water source at the top so you can ride it up and down. Or, if you're after something more high-tech, how about a working elevator?

BUILD BONUS

FILL YOUR LAIR WITH EPIC FURNITURE

Now you've got your own lair, you'll be needing a humongous telly and sofa, a comfy bed, and a lit blacksmith forge. To build all these you'll need nether brick steps, stone slabs, buttons, and black wool for the TV and sofa. Half quartz slabs, wood, and beds for the bed – obviously. And for the blacksmith forge, stone bricks, stone steps, and a neat supply of lava. Just do be careful around the lava. We don't want any accidents!

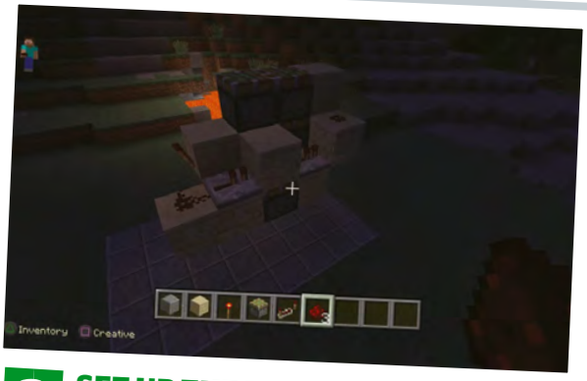
MINI BUILDS

Build amazing things in minutes!

BUILD A SECRET STAIR DOOR

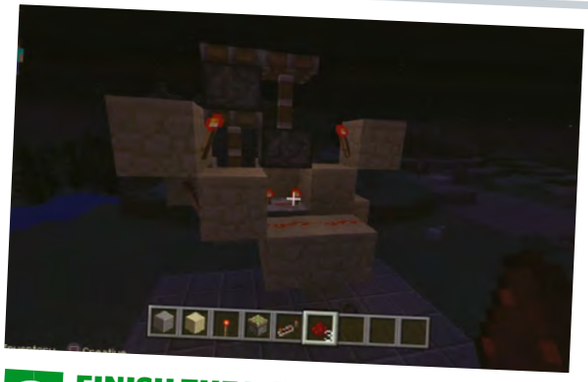
1 START BUILDING THE MECHANISM

Dig a trench that's six blocks deep, eight long and five wide. In the very centre, build four blocks high. Destroy the first and third, place redstone torches as shown, then add three sticky pistons.



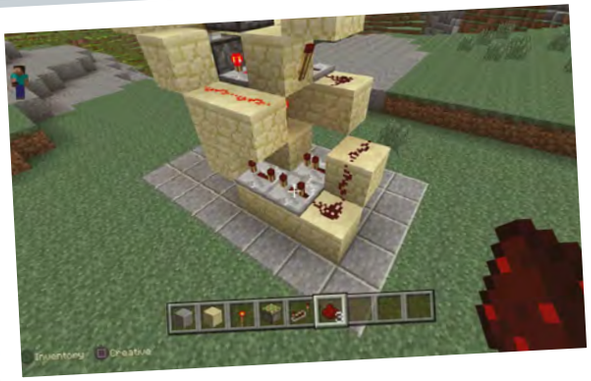
2 SET UP THE REPEATERS

On the right-hand side, place the blocks and sticky piston as shown. Place the Repeaters facing to the rear, delaying the first by two. Place redstone behind the front repeater and in front of the second.



3 FINISH THE REDSTONE

On the left, place a block at the front and create a staggered step leading to the rear. Place a repeater facing the piston as shown, delaying it by three. Add three torches, and redstone, as shown.

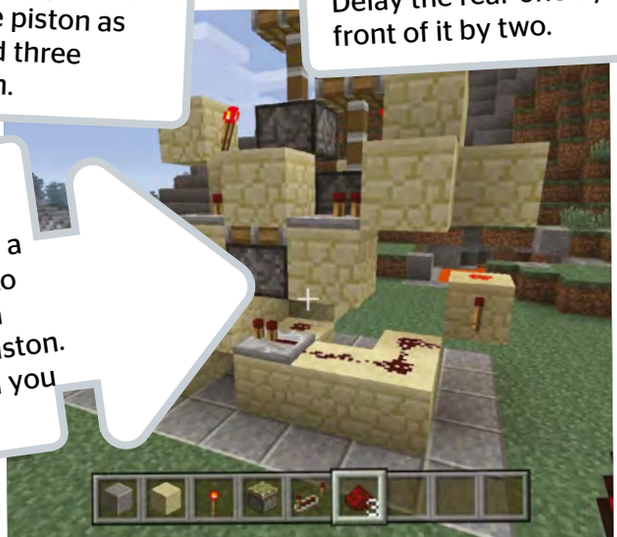


4 FINISH THE BASE

Add the foundations beneath, placing three repeaters facing the same direction. Delay the rear one by three and the one in front of it by two.

5 FINAL TOUCHES AND STAIRS

Now add blocks, placing a repeater, torches and redstone to connect the mechanism. Build a platform around the very top piston. This is a hidden room on which you can build your stairs.



ASSEMBLE A MINI SUBMARINE

1 BUILD THE FRAME

Using yellow concrete, build a four by three frame. Add another block at the front and lay six glass blocks on top. Now add four yellow blocks at the rear, add ladders on the side and a lever at the front.

2 ADD THE WALLS AND TANKS

To the side of the sub, add two black concrete blocks and two yellow concrete blocks. Add two more yellow ones on top, then add a yellow block on either side of the ladder.

3 BUILD THE SUBMARINE ROOF

Leaving a gap in between the blocks you've just added, place an iron trapdoor on top, then add three glass blocks in front of it. Then add a sea lantern in the middle and two yellow blocks.

4 CREATE THE REAR TANK

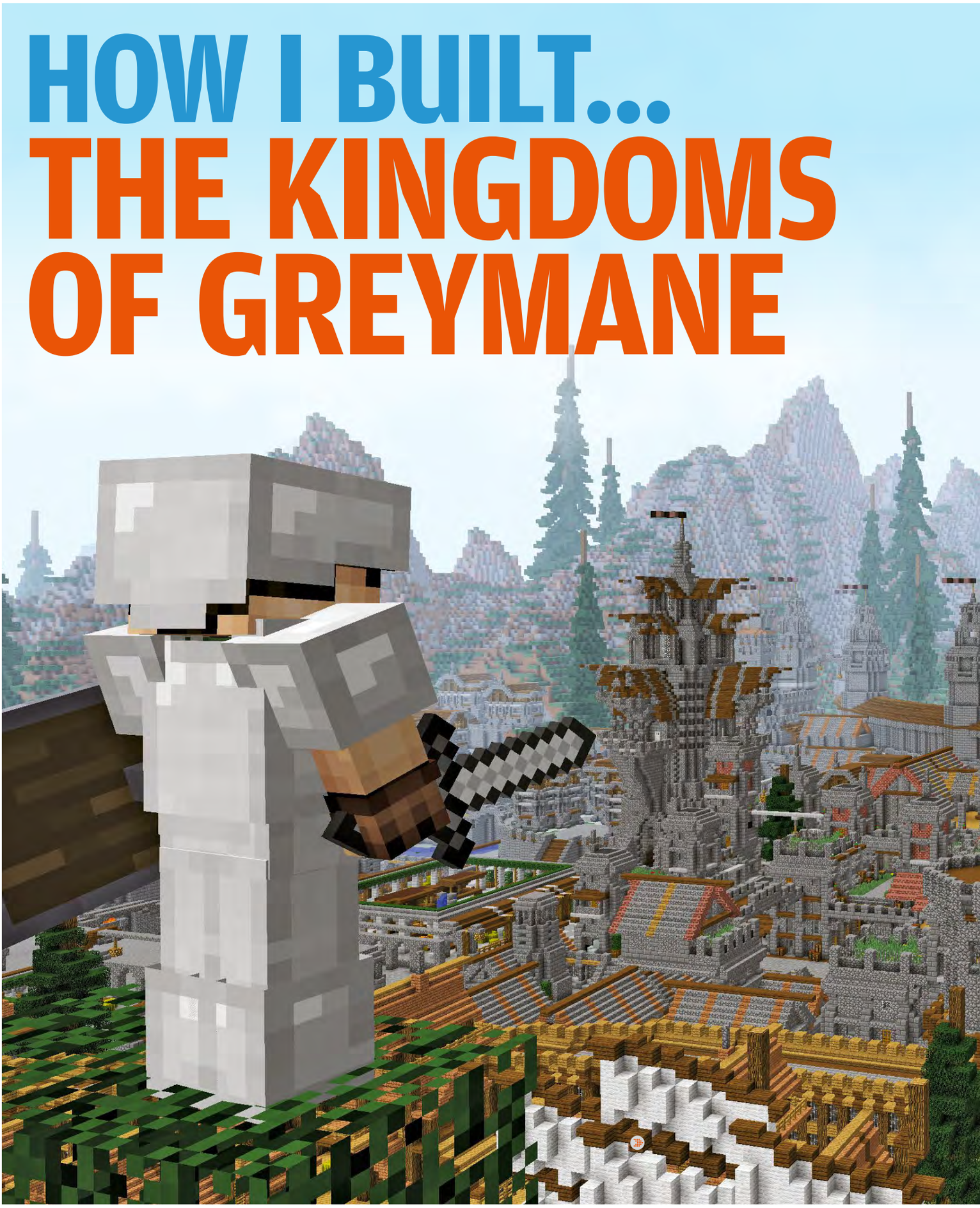
At the back, add two yellow concrete blocks on the top, left, right and bottom to create a '+' shape. Add back concrete blocks to the end of this '+' and a sea lantern in the middle.

SHADERS

House of the Dead

Shader Sildur's Vibrant Shaders http://bit.ly/1OrjKcp
Map Mausoleum http://bit.ly/2t9dgGp

HOW I BUILT... THE KINGDOMS OF GREYMANE



We speak to Minecraft wizard and YouTuber Jeremy 'JeraCraft' Sanchez on his medieval fantasy big build

Left: The Kingdoms of Greymane project took weeks to plan, build and fine tune

here are so many different kinds of structure in your build – ranging from vast cities to huge fortresses – how did you decide on what elements to include?

I think with any creation you wish to undertake you need to have some sort of base idea, putting together a brainstorm or list of features you wish to add to a build really helps. For example, with one of my latest projects my list would include elements such as Floating Island, Chains, Green Toxic Water, Green Gemstones, Tall Mountains, Trees and Bone Spikes.

This kind of list is a good way of brainstorming your next creation. The next phase would be finding a way to make all this come together into one. From this video (**http://bit.ly/2rap8qg**) you can see how I put all these ideas into one build I have chains holding down the Floating Island, as well as the Bone Spikes right around the creation, the Green Toxic Water and the Green Gemstones all connected to the centre of the build.

Did you work with a team of players to get the final build finished or was it just a one-person job?

One of the craziest facts about my channel is my one man army kind of attitude. This kind of focus gives players the reassurance that anything is possible, that you shouldn't be pushed away from your next big creation just because you don't have a team of

Right: Here we can see Kingdoms of Greymane running on ultra specs on PC

Below: Every block was laid by Jeremy, so it was a lot of work for one person to pull off

All images © Jeremy Sanchez

builders or friends to help you. Anything is possible with hard work and dedication, plus seeing your creation slowly come to life will give you even more motivation to push forward and make your creation even bigger and better that it ever was.

I prefer being a solo builder than having an actual team building for you because, at the end of the day, everyone has their own unique style, and being a solo builder keeps things consistent and more hassle free. Having to lead a team of people to build your idea can be challenging.

You've recorded much of your work in an ongoing series of videos on YouTube. How has using a platform like this helped the shape builds such as Kingdom of Greymane?

One of the most amazing things about YouTube is the community, and the fanbase you create as you go sharing your latest creation. Using this platform has even inspired me to create my next big project. My channel Jeracraft has now surpassed over a quarter of a million followers and all these people really helps motivate me as a builder. Whether it's giving me great feedback, new ideas or even just ways in improving the quality of my videos.

In fact, one of my latest videos was inspired by a single comment alone – a user requested a cave-like project with giant glowing diamond gemstones. This video (**http://bit.ly/2rcxP3t**) has now surpassed over 10,000 likes – and to think it all started with one comment on a previous video is mind blowing. It's always fun to experiment and find the best way to put together that one idea.

What kind of advice would you give to Minecraft players who want to follow in your footsteps and create their first big build?

Usually when I go into my next project I first off look for some sort of inspiration – my next project, for example, will be an attempt in creating the world's largest desert pyramid, so finding ideas on Google is a simple step. Just searching for ideas on the internet or in books can really open your creative side and fill your mind with ideas.

Make a list of those ideas and always start a creation with a basic outline. Much like scaffolding, never start adding features and details to your creation until you're 100% happy with the shape & size of your build. You can always make changes as you go along, but the important factor here is taking your creation in steps. Everything takes time and you need to have a lot of patience as well as dedication.

"THE IMPORTANT FACTOR HERE IS TAKING YOUR CREATION IN STEPS"

CREATING THE KINGDOMS

Here's how this stunning mega-build came together

DAY 1

Plan, plan, plan

Jeremy starts by collecting together a list of ideas and images to help him form the basic idea of how the project will look. While using both films, books and TV to gather some example of medieval and fantasy ideas. Jeremy can now sketch out a rough design on paper before starting to build.

DAY 2

Mountains and trees

Jeremy starts the actual build by focusing on the landscape, including building up the mountains from scratch and creating large patches of trees. Jeremy also starts to build a large island with a big mountain on it in the centre of the map. Everything else in the project will surround this point.

DAY 3

Creating a map

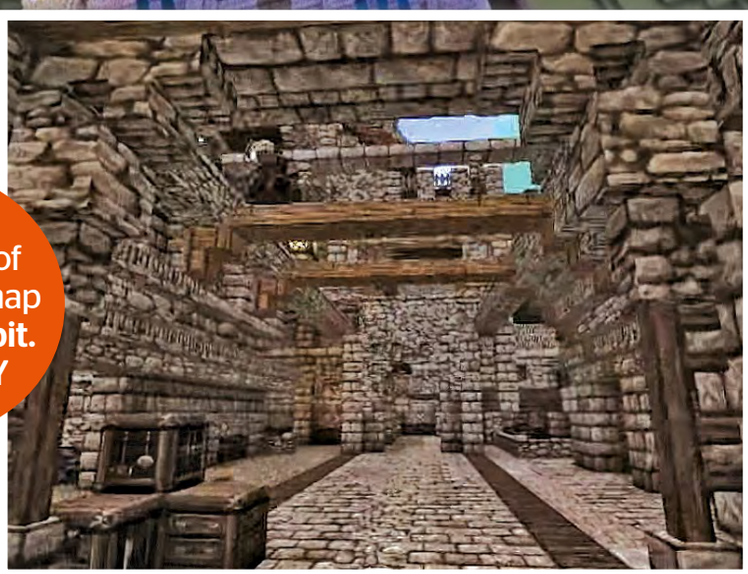
Another really helpful step sees Jeremy pulling up to a bird's eye view, going into first-person mode, and taking screenshots of the build to use a map. Jeremy then prints these off so he check whether he's on track with his original sketch back in step one.

DAY 5

Creating the gate

Next up is one of the biggest parts of the Kingdoms of Greymane build – a massive Dwarven-style gate. Jeremy decides to build the gate directly into the side of the big mountain he's already made. He's now going to build the rest of the city around the top.

View the Kingdoms of Greymane map here **http://bit.ly/2rcuz7Y**



DAY 6-20

Building rooms

Jeremy now starts building interiors for the King's Fortress (which sits inside the mountain) and the towers, houses and steps that make the city. A big chunk of this time is spent creating interiors big enough to suit what Jeremy planned at the start of the project.

DAY 21-35

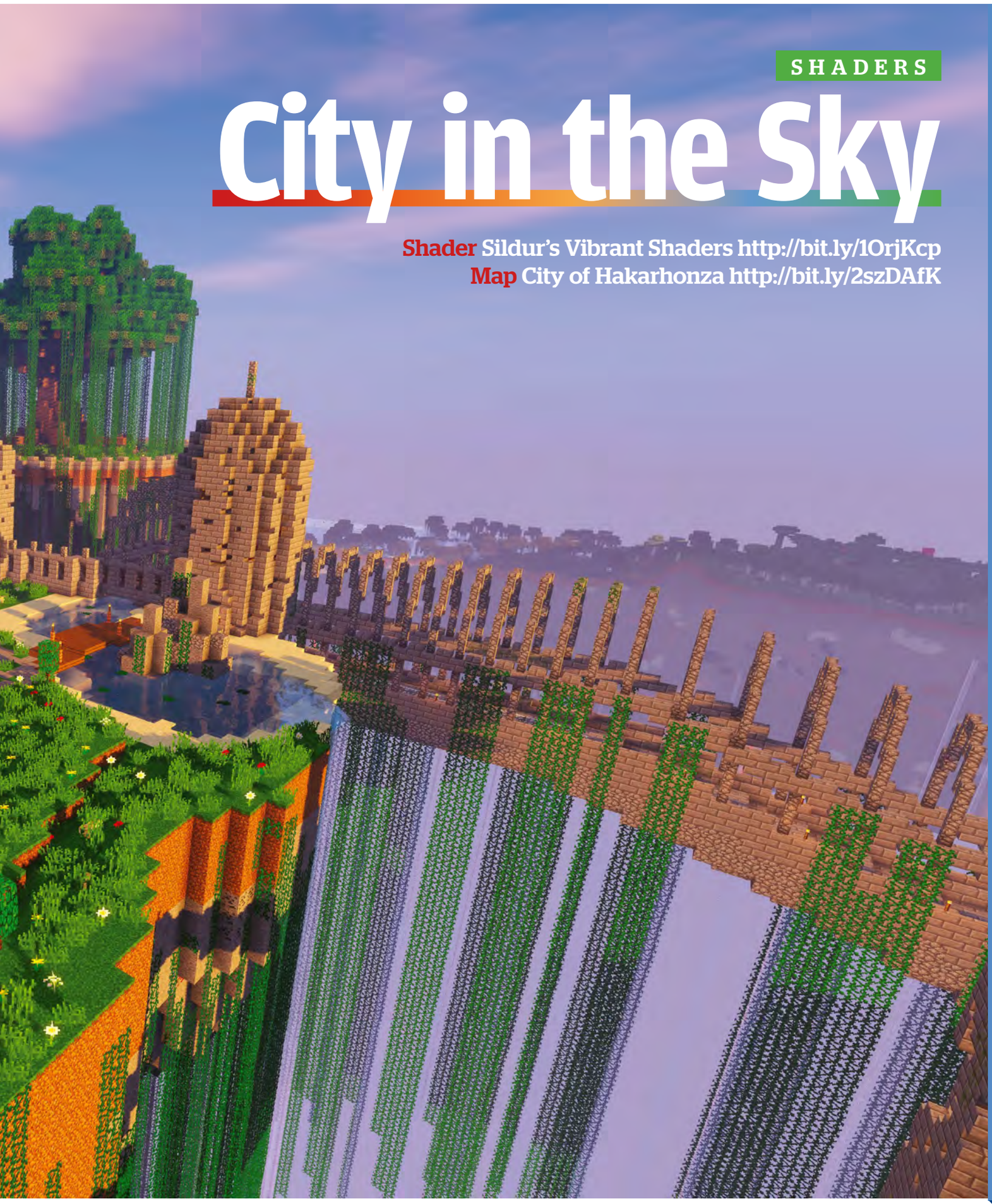
Finishing the city

Now, Jeremy starts adding new buildings to give the Kingdoms of Greymane build more variety and character. He plans out and builds lots of different bits including docks, churches, ships, fountains, statues, markets and more.

SHADERS

City in the Sky

Shader Sildur's Vibrant Shaders http://bit.ly/1OrjKcp
Map City of Hakarhonza http://bit.ly/2szDAfK



THE BEST MODS FOR MINECRAFT

Enhance your Minecraft experience by downloading these cool mods

I think we can all agree that Minecraft is pretty brilliant but, as with everything, there is always room for improvement, whether it's gameplay, difficulty or just fancy new features. That's where user-generated mods come in. Talented Minecraft fans across the globe have identified things that they'd like to improve or change about the game, and built programs to modify the game in one way or another to add to the rich world of Minecraft. Some speed the game up, some make it easier to play, some add in awesome new features, but all take the essence of Minecraft and make it just that little bit more epic. Obviously always be careful when downloading stuff from the internet as not everyone is as nice as the cool guys that have made these mods, but here are just a few ace programs you might want to try.

01

FAST CRAFT

One problem lots of people have with Minecraft is lag and jerky gameplay. This is usually due to their computer or tablet simply not having the processing power to deal with the huge demands Minecraft puts upon it. This can be incredibly frustrating, especially if you're trying to run away from a hostile mob or build something elaborate. FastCraft speeds up your FPS rate so that everything seems much smoother when moving around your Minecraft world as well as reducing loading times and game startup. All you need is Minecraft Forge installed and you can drop the mod into the Mods folder and hey presto, your Minecraft game should be running much better. Helpful for running from Creepers!

02

HATS

This mod pretty much does exactly what it says on the tin. Hats! Yep, Hats randomly spawns the most incredible variety of awesome and entertaining hats all over your Minecraft world for you to find, add to your inventory, wear and impress your friends. Yep, the ultimate fashion accessory can be yours with this mod, as long as you value your style and look over safety with a helmet or Slenderman-avoiding pumpkin head. There are nearly 100 hats up for grabs with the original download of this mod, with more able to be installed. You can change the colour of a hat once you've managed to find it and also make it available for other people on your server, so you can roam the Minecraft world looking super cool.

MINEFACTORY RELOADED

03

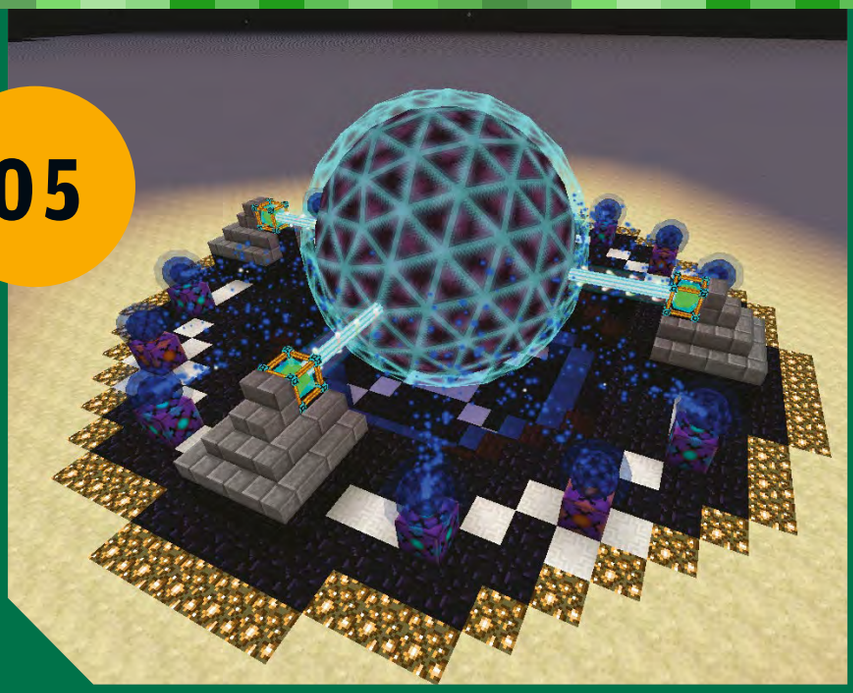
One of the best things about Minecraft is also one of its worst things. It's such good fun building a home from scratch, seeing the creations you've worked hard to build and the animals you've sought to raise become a brand-new world. However, those things can take ages to make and sometimes the repetitive nature can get just a little bit boring. MineFactory Reloaded is a mod that takes away all the hard work from some of the more repetitive tasks in the game, such as shearing sheep or item processing. Yes, it may feel a little bit like cheating as allowing a machine to do your work isn't quite in the spirit of the game, but if you don't mind it really can help.

04 SIMPLY JETPACKS

Until jetpacks are common in the real world, the best you're going to get are jetpacks in the Minecraft world! Yes, that's right, you can make jetpacks for your Minecraft character to fly around the world you've created. Not only will it be incredibly awesome to see your creation from high in the sky, it'll also keep you safe from the hostile mobs that are out to get you. Simply Jetpacks enables you to make jetpacks using redstone flux. It's incredibly easy to use and totally worth downloading, because if there is any mod for taking your Minecraft game to the next level, it's Simply Jetpacks. Mostly fun but also with a couple of actual benefits for your Minecraft experience.

DRACONIC EVOLUTION

05



Not only has this mod got an awesome name, Draconic Evolution, but it's also capable of some quite awesome tricks. One of its best features is teleportation. That's right, Draconic Evolution can really take your Minecraft character places! By binding the Charm of Dislocation to a particular location, you can teleport there at will by using the charm. This could help you find your way back home if you've strayed too far from your base. You can do this over 20 times before the charm runs out, but it's still a brilliant tool, and a wonderful addition to the game that will enable you to explore more of the Minecraft world without worrying about how to get back home again!

BIG REACTORS

06

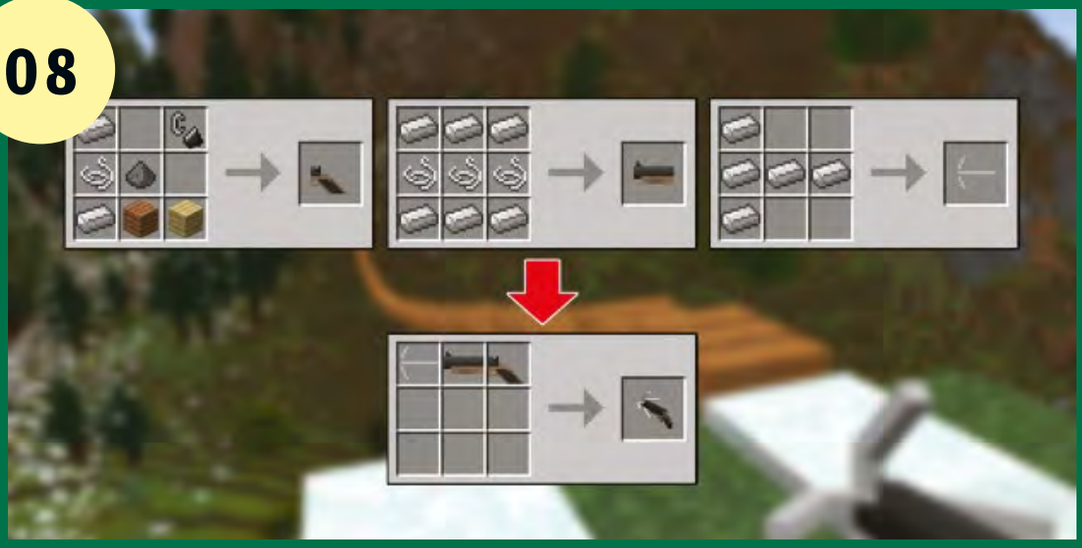
Big industry on the kind of scale you'll be working on with all these added mods requires an awful lot of power. And what better power to fuel all these machines than nuclear power? Big Reactors enables you to create nuclear reactors that can produce vast amounts of power, which can then take your Minecraft machinery skills to another level. This mod is easy to use and, once you've managed to safely build the reactors, the sky is pretty much the limit with regard to the elaborate and complex machinery you can operate. It is also able to produce steam for steam turbines, so if you want your operations to have a more traditional feel, Big Reactors can help with that too.

07

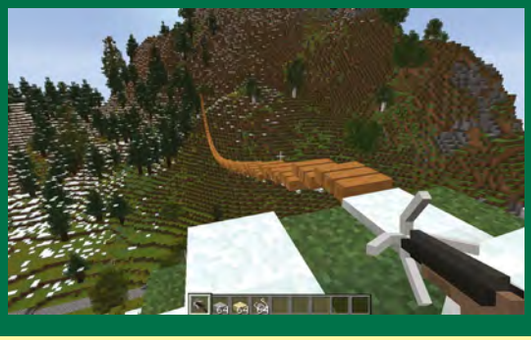
CATERPILLAR

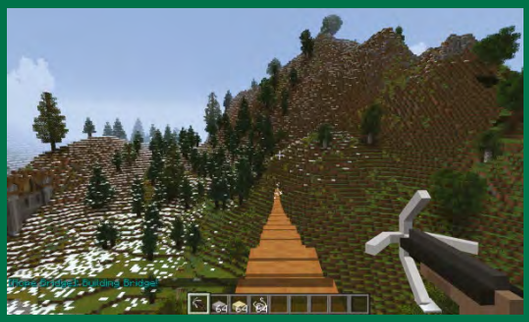
One of the most time-consuming tasks in Minecraft is the digging. It takes an awfully long time to properly dig a good-quality mining tunnel. Caterpillar is a genius mod that does all the digging for you, while you're off getting creative. Not only does it dig a 3-by-3 hole, but it can also gather up items as it digs, such as blocks. Once it's done digging your tunnel, equipping it with key items for making a fully working mine shaft will get it to do all the hard work for you. Download Caterpillar, build it, set it to work and before you know it, mine shafts will be popping up ready for you to extract that awesome ore.

08 ROPE BRIDGE MOD



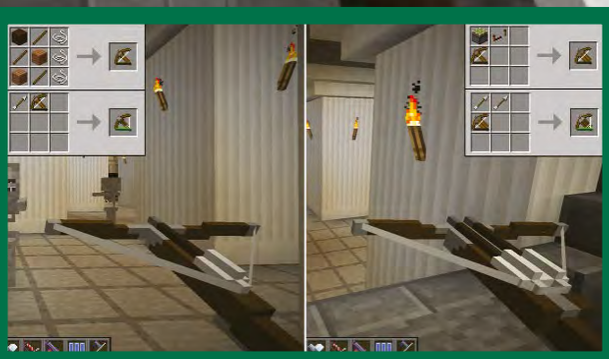
Exploring the world is a huge part of Minecraft, even more so now with the Discovery Update. The further you head away from your base, the more unknown and difficult the terrain will get. That's where the Rope Bridge mod may come in very handy indeed. Download the mod and you can use a grappling hook to turn into a rope bridge if you're faced with a large chasm or gap between lands. Fire the grappling hook across the gap and, providing you have decent aim, it will hold the far side, allowing you to cross gaps you would never have been able to cross before. This mod looks really cool and can prove extremely useful, so it's certainly one you'll want in your game.





09 QUIVERBOW

One of the most crucial weapons at your disposal as a Minecrafter is your bow and arrow. It may seem like an old-fashioned kind of weapon, but ranged weapons are really useful for taking out hostile mobs without taking any damage yourself. Quiverbow seriously upgrades your archery capabilities by giving you access to a range of bows and more varieties of projectile than you can shake a pointed stick at. It will also create an actual quiver for you, meaning you can hold an incredible 256 arrows in one inventory space, giving you plenty to ammunition to take down hordes of hostile mobs without wasting space in your inventory. The Firework Rocket Launcher is definitely one of the best projectiles to look out for.



LOTSOMOBS 10

Getting tired of the same old bunch of sheep, pigs and cows on land? Fed up of only seeing squid in the sea? Well in that case, LotsOMobs is a must-have mod. As you can probably guess, this application adds in loads more mobs for you to interact with and receive drops from. There are around 25 new creatures to see, including horses, penguins, lions and dinosaurs. Yes, we said dinosaurs. Deer drop Deer Fur to use as armour, many of the bigger animals can be ridden, and did we mention the dinosaurs? There are also two NPC human mobs in the program, Caveman and Eskimo. LotsOMobs adds a little extra spice and variety to the standard Minecraft game.

GET MORE!

Mod-free creativity

So you've seen all the best mods that the Minecraft community has to offer, but Mojang itself has done a pretty great job of making the game really good fun, with many secret and not-so-secret features for you to make the most of. Here are some of our favourites.

Torch time

Torches can be really useful for helping you build. You can build on or next to a Torch, opening up loads of design possibilities.

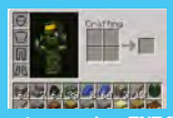
Hold back water

Water or lava is essential for holding back pesky mobs. Neither can burst through fences, so fence off your moats.

Pick-up artist

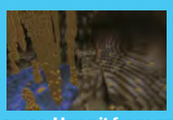
Hover over an item in Creative Mode and click your scroll wheel. This will automatically add it to your inventory.

Saved toolbars



You are able to save your toolbars to quickly access particular setups, such as TNT-filled toolbars for quick damage.

Go Glowstone

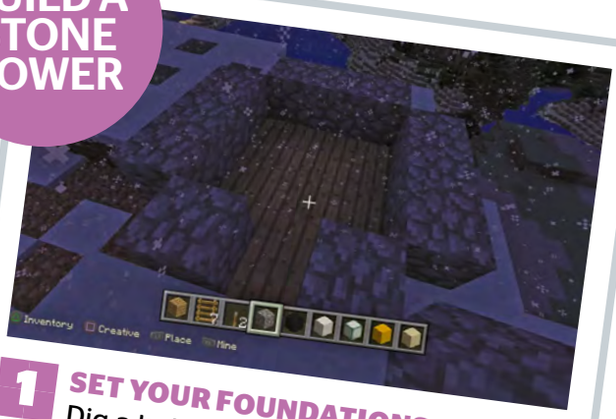


Glowstone is the ultimate trick for lighting dark or underground areas. Hang it from cave ceilings on different lengths of blocks.

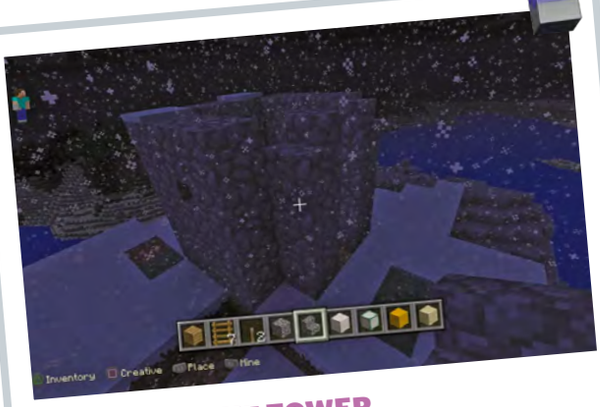
MINI BUILDS

Build amazing things in 10 minutes!

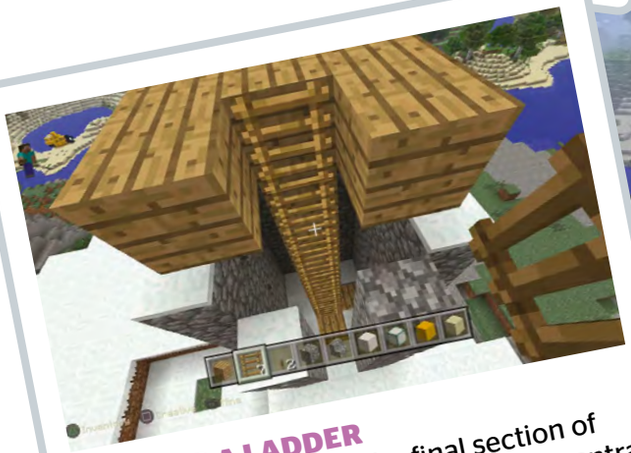
BUILD A STONE TOWER



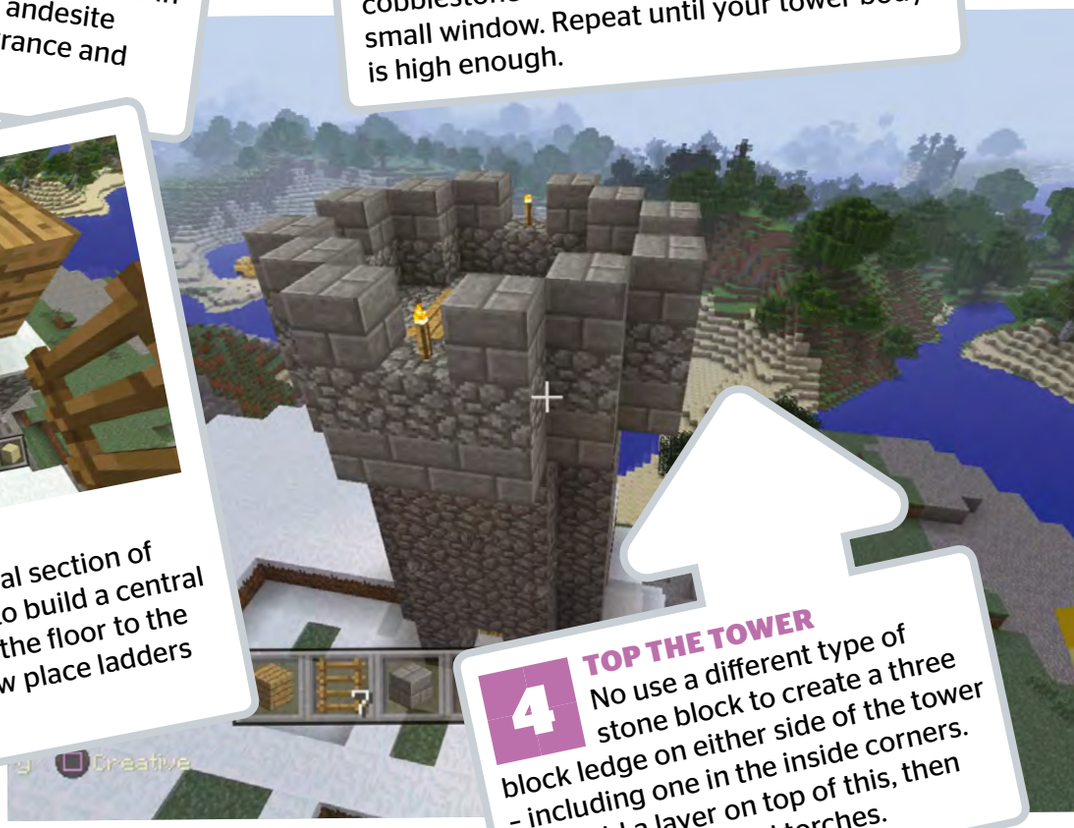
1 SET YOUR FOUNDATIONS
Dig a hole that's one block deep and three by three. Place oak or spruce planks in the floor. Place cobblestone or andesite blocks on either side of the entrance and three on the remaining sides.



2 BUILD THE TOWER
Now start building up with your stone of choice. Every two layers, add a cobblestone or andesite stair to create a small window. Repeat until your tower body is high enough.



3 ADD A LADDER
Before you start the final section of the build, use those planks to build a central column from the middle of the floor to the top floor of your tower. Now place ladders all the way to the top.



4 TOP THE TOWER
No use a different type of stone block to create a three block ledge on either side of the tower – including one in the inside corners. Now add a layer on top of this, then alternate blocks and torches.

BUILD A SEAPLANE

1 BUILD THE PONTOONS

Start by using a block of your choice – such as a coloured quartz – and create two lines of five blocks with a gap of three blocks. Then add stairs in the same colour facing outwards.

2 CREATE THE BODY

Add six blocks in between the stairs – three in the middle, two at one end, and one at the other – and a slab. At this end, add a black block for the nose and 13 blocks for the body and rudder.

3 PROPELLOR AND CABIN

Add stairs and slabs to the rudder to finish it off, then use spruce gates for the propellers on the black block. Add carpet at the front, then glass for the cabin. Add more blocks behind it for effect.

4 GET SOME WINGS

Use slabs to create your wings behind the glass cabin. We used eight at the back, six in the middle and four at the front to create a staggered-looking wing. Now your seaplane is ready!

SHADERS

Ancient Lighthouse

Shader Sildur's Vibrant Shaders http://bit.ly/1OrjKcp
Map Lighthouse of Alexandria http://bit.ly/2ry3j84

AH, AH, AH, AH

STAYING ALIVE!

We count down the best ways to steer clear of Minecraft's main hazards

What are the best things about Minecraft? The awesome things you can build, creating your own world, exploring the amazing creations of other people? If the best bits about Minecraft are to do with creating, then definitely the worst are to do with destroying – mostly monsters destroying everything you've worked hard to build up, or even your own health meter! It can be so annoying if you've spent ages creating an incredible castle or travelling to explore the new areas in the Discovery Update, all to have it spoiled by a mean monster. Luckily, these monsters have their weaknesses like anybody else and can be taken down and fended off. So if you want to keep Creepers and Endermen at bay, here are the smartest tips for staying alive while enjoying the wonderful world of Minecraft.

WEAR YOUR ARMOUR

01

The first thing you need to make sure you protect is yourself. Creepers are notorious for sneaking up on you and exploding when you least expect it. You can craft armour from leather, gold, iron or diamond and make helmets, chestplates, leggings or boots. Armour can also be dropped by skeletons and zombies, so if you kill one, remember to pick its armour up! Or, if you're really lazy, just buy some! If you're attacked, the armour will take the damage, rather than you, until it loses durability. Then it's up to you to fight or flee!

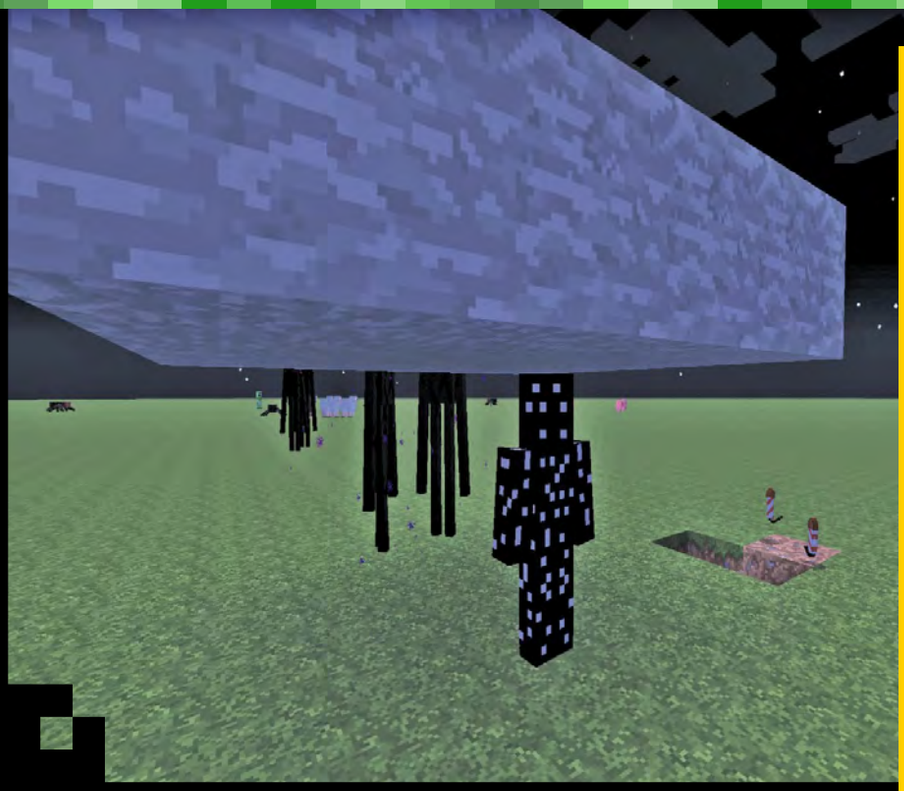
02 BE ENCHANTING

No, we're not saying sweet-talk the monsters into not destroying you. Enchanting your armour gives it certain powers that can help in a variety of dangerous situations. Blast Protection, for example, reduces damage from explosions, while Protection will make each hit on you slightly less effective if something is attacking you. Go to an Enchantment Table or an Anvil and use your armour with an enchanted book for an extra layer of safety against the rampaging hoards.

03 GET TO WATER

If you're scared of being attacked by an Enderman, make sure you are close to water. These hostile mobs are damaged by water, so if one is attempting to attack you and teleporting all around, jump in a boat. That way, when the Enderman is teleporting around you, it will keep getting damaged by the water, helping you defeat it more easily and ensuring you take less damage. If you can use your bow on them to keep distance between the two of you, that's even better.

04 BUILD A ROOF



Your character is two blocks high. An Enderman is three blocks high. This may seem like they have an advantage, but you can use it to yours. If you're out in an area you're likely to be in for a long time, build a roof that is three blocks up. That way you can move around easily, but if an Enderman rushes you, it'll knock its head on your roof block. It won't be able to get into your lair, meaning you can shoot it with your bow and arrow at your leisure.

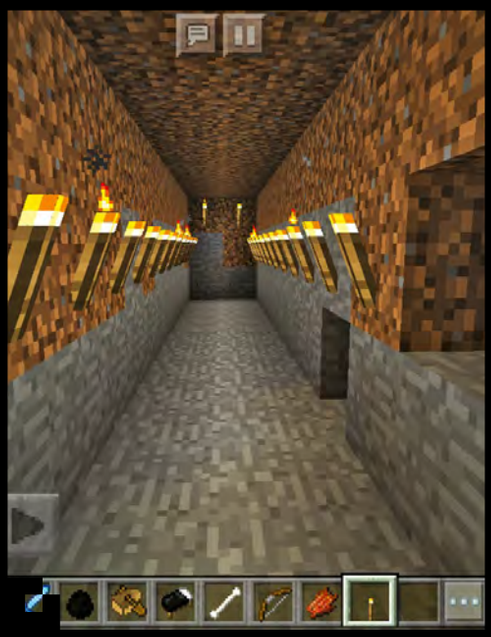
05

HEAD UPWARDS...

If you're building a home, build it high! That way at night you can keep a good eye out for any hostile mobs that may be on their way to ruin your fun. It'll also take the monster longer to reach you, giving you more time to ready your weapon and stay safe. There are only a few creatures that can climb ladders as well, so it'll reduce the number of things that want to kill you being able to reach you.

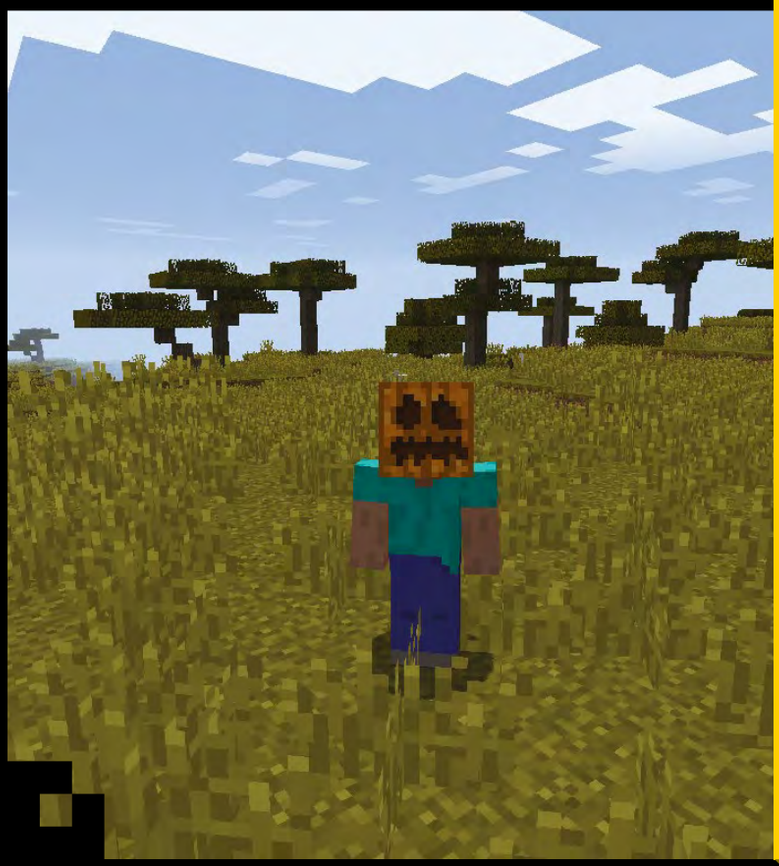
06 ...OR HEAD DOWNWARDS

Night is the worst time for all those mobs to spawn and search out sleeping players to attack, so heading underground and mining throughout the night could be your smartest bet. Monsters don't like fire, so if you're underground, light plenty of torches to guide your way and keep those Creepers and zombies away from you during their most active time. This will keep you safe and maximise your output while everyone else is sleeping and being attacked!



DISGUISE YOURSELF 07

Now, the Enderman is a generally passive mob, just staring creepily at you until you go away, but it can get aggressive if you get too close and is super annoying when it moves the blocks you've carefully placed for a construction. So they have to die. One trick for keeping the Enderman passive is to wear a pumpkin helmet. It won't attack you if you place the cursor over its eyes, nor will it teleport away when attacking it. This takes away the Enderman's main fighting advantage, helping you to stay safe or kill it more easily.



SECURE YOUR HOME

08

Another way to stay safe at night is to make your home an impenetrable fortress, which doesn't actually require that much special work. Hostile mobs aren't able to spawn in a room that is entirely built with walls that have been created from player-made blocks. So as long as you have constructed it entirely yourself and left no gaps, mobs shouldn't be able to spawn and get inside your property, making a self-built home safe as houses.

09

ATTACK THE LEGS

If you are brought into combat with an Enderman and have no water nearby or pumpkin heads to put on (and to be honest, it's your own fault you've been so careless as to go out without your pumpkin head), then either attack from distance with your bow and arrow or go for the legs. Attacking an Enderman's legs stops it from teleporting, making it a straight one-on-one battle, rather than a one-on-one-in-multiple-locations battle, improving your chances of survival.

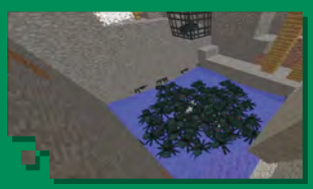
GET A GOLEM 10

Whether you find a spawned one or have to make one yourself by stacking three iron blocks in a row, a fourth underneath the middle one and topping it with a pumpkin head, Iron Golems are massively useful attack dogs. Any hostile mob that comes within 16 blocks will incur the wrath of the Iron Golem and will get attacked with ferocious power. These are incredibly handy to have around as they can be on the lookout for hostiles while you get on with your daily tasks. And who doesn't love to see a Creeper getting crushed?!

PLAY IT SAFE

Minecraft does offer some combat alternatives

There are a few options if you don't want to build something or do battle. Run! Double-tapping the forward button gives you a burst of sprint speed so you can leg it away from pretty much all attacking hostile mobs. If you want to play it even safer, use Peaceful Mode, which completely gets rid of hostile mobs and lets you play your game in peace and quiet without fear of being attacked by skeletons or having your property damaged by Creepers and Endermen. But, let's be honest, who wants to live in a virtual world without just a little bit of danger?



MINI BUILDS

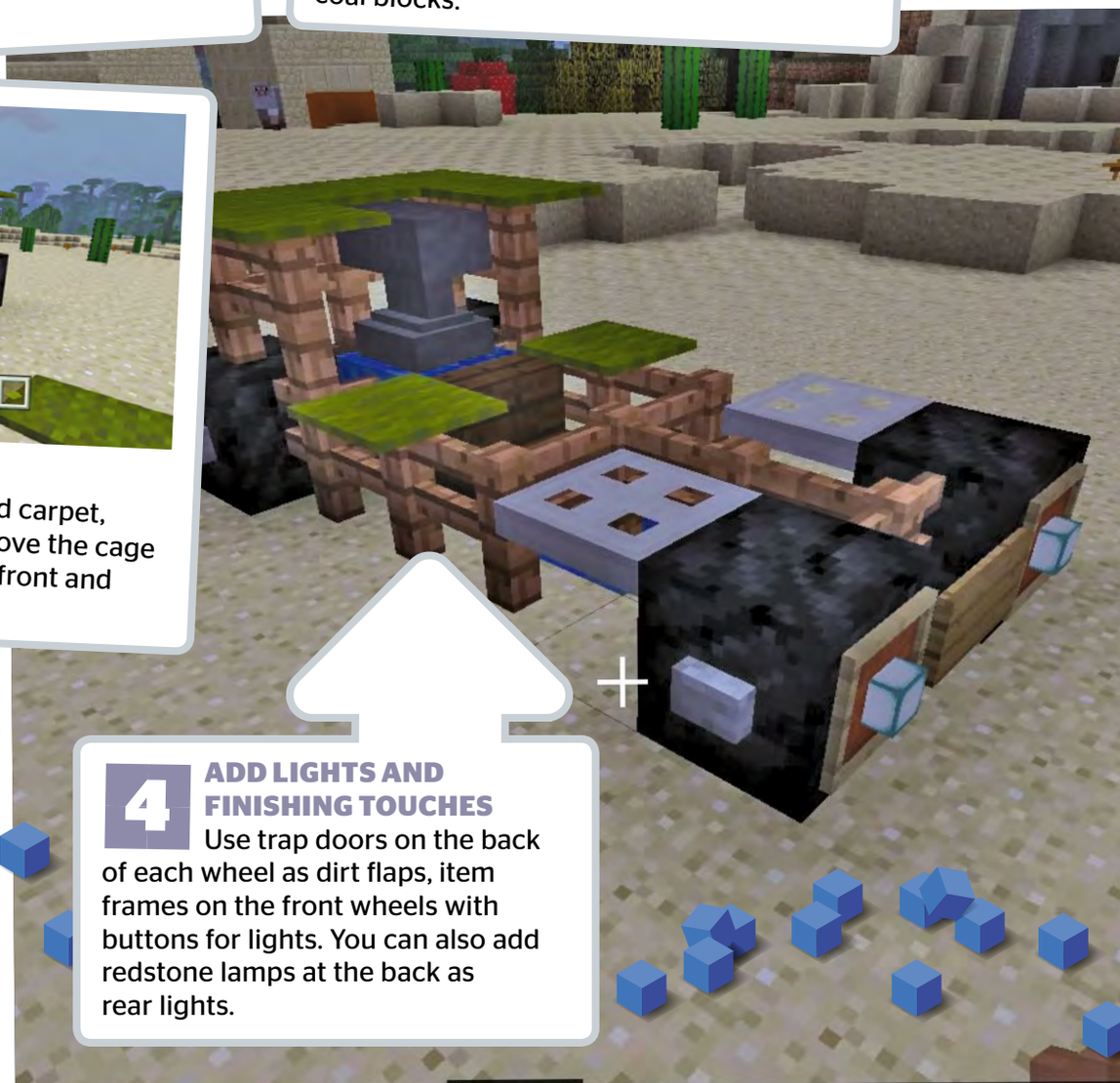
Build amazing things in minutes!

BUILD A BUGGY CAR

1 CREATE BACK WHEELS AND SEAT
Dig a hole three blocks long and fill it in with a block of your choice. On the middle block place a set of stairs for the seat, two coal blocks for wheels and some fences as the back frame.

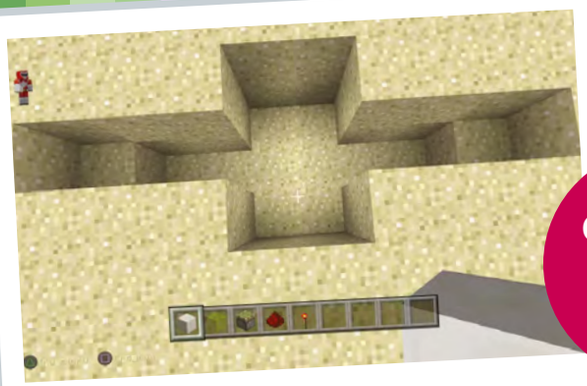
2 BUILD YOUR FRAME
Now use fences to create your frame between the wheels and around the stairs. Place an anvil behind the stairs for your engine, then add more fences and two more coal blocks.

3 ADD THE ROOF
Using a different coloured carpet, place five-to-seven of them above the cage and the anvil. Use signs as the front and back licence plates.



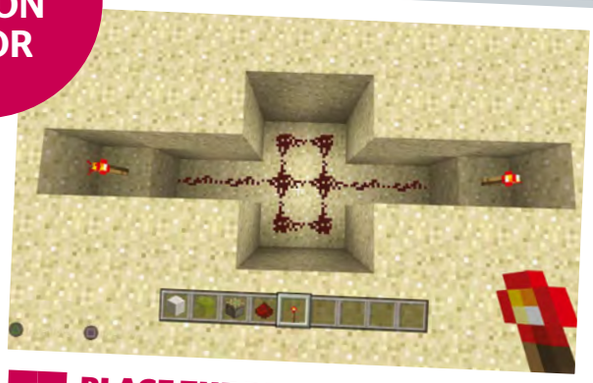
4 ADD LIGHTS AND FINISHING TOUCHES
Use trap doors on the back of each wheel as dirt flaps, item frames on the front wheels with buttons for lights. You can also add redstone lamps at the back as rear lights.

CREATE A PISTON DOOR



1 DIG THE TRENCH

Dig a trench that's three by two and two blocks deep. On the sides with three blocks, dig another three blocks away on either side and make this two blocks deep with one at the end.



2 PLACE THE REDSTONE

Now place redstone in the bottom of the trench as show, including in the two channels at the side. Add a redstone torch on either end.

3 SET YOUR PISTONS

Place a block of your choice on top of the redstone torches and cover the trench with the same kind of block. Only fill in the top layer. Now place two sticky pistons on either side.

4 ADD FINISHING TOUCHES

To finish, place some redstone behind the top pistons to link them together. Then add four different block types in the middle and place two pressure plates behind and in front.

SHADERS

Island Retreat

Shader Sildur's Vibrant Shaders http://bit.ly/1OrjKcp
Map Tropical Jungle Treehouse http://bit.ly/2t9bEfN

ALL ABOARD THE SS STEAMPUNK

Make waves in the sky by building this awesome airship

Building 3D shapes in Minecraft is either easy as pie or the stuff of nightmares. Building a rectangle for a house? Well, that's easy! Building a three-dimensional sphere? Well, that's what guides are for. In this build, we'll cover working on multiple axes at the same time, creating a guideline skeletal shell, and how to build a giant blimp that once you've got the basics down, you can modify into your own designs as much as you want. The truth is, it's not all that difficult once you know what you're doing.

01 LINES AND CIRCLES

Grab Quartz block and in the sky, run a row off 33 blocks horizontally. On the front end, build one block either side of the line. Behind it, build two up, then one block, change direction, two blocks, twelve blocks, six blocks, four blocks, two blocks, another two blocks, then one. Now re-create the half semicircle on the underneath of the horizontal line by mirroring the above.

02 MAKE MORE SEMICIRCLES

Now that we've got our vertical axis sorted, we need to work on the second horizontal axis. With this one, re-create the half semicircles from the last step, only on the right and left sides (when viewed directly from the front). What we're doing here is creating a three-dimensional skeleton that will allow us to build around it to create a lovely, egg-like blimp.

03 MAKE THE FRONT

Head round to the front of the blimp. Do you see the four sets of two blocks? Build on each side one block up and one block down on the left and right ones, then one block right and one block left on the north and south sets, to create four three by two platforms. Connect each of the partitions back onto each other.

04 MORE PLATES

Behind the brand new front plate, build a second plate. Look to the outside edge and where you see three blocks in a row, build five blocks one block out and away from it. Again, you should be able to connect this back onto itself then fill in any sneaky gaps that appear. Afterwards, look to the two block rows slightly behind the plate and build a circle going all the way around the skeleton.

05 MORE GUIDELINES

That circle going around the skeleton is actually a very clever guideline, so let's add some more! On the longest row, find the middle, and create a two-wide circle going all the way round. On the beginning of the next longest platform back, build another circle, again, going all the way around. Now take a step back and make sure everything is symmetrical. If it's not, you'll end up with one funky-looking blimp. And no one wants that.

06 START THE OUTSIDE

Next we'll be making a platform on each of the four sides. On each of the longest sides, before the last circle, count one block in and create a three-row going across. Do the same on the opposite end, then connect the pokey out bits together. Run one more row on each side, one block smaller than the last, and your platform should be complete. Now go and do this on each of the four sides.

07
FROM THE OUTSIDE IN

With all four platforms going round the outside, it's time to build a plate behind them. On the 2-wide steps, drop a row of four blocks on each side. Do this again below the platform as well. You should now be able to build a step effect heading towards the original semicircles. Then it's just a case of filling in the gaps. As with everything so far, make sure you do this on all four sides. Your blimp should now be looking quite blimpy.

08
FILL IN THE GAPS

You should now be left with some gaps in between everything you've built on the front section. These gaps should be fairly natural, too, so filling them is just a case of running quartz along the gap and connecting it in line with the front circle. After that, head to the same front circle, and fill the gap between the circle and the front plate. You've now finished two-thirds of the blimp, and all that's left is the back part.

GHAST BALLOON

How to fill up more of that empty sky area

1 We need something attacking the airship, right? That's where the Hot Ghast Balloon comes in. Create a 16-by-16 cube out of white wool. Then with black wool, add in the eyes and mouth, all of which are four blocks across. Next, with grey wool, mine in the patterns. They don't have to be exact, the only ones that are really important are the tears below the eyes.

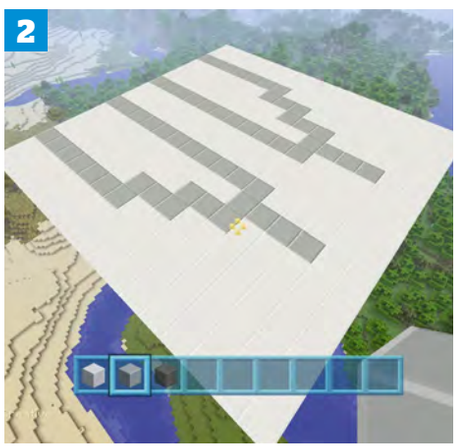
2 Next up is the top of the Ghast's head. For this, we'll be drawing two forked lines out of grey wool, then creating a jagged step either side. For the back section, continue the patterns downwards, miss a block, then finish with a single block. After, add in a few random horizontal, two-three-wide, stripes.

3 As for the bottom section, grab your grey wool (which will look black due to the shadows), and create a flat square with a four-block circumference around it. Then with white wool, build eight, two by two nubs one block in. These will eventually end up being the Ghast's tentacles, but for now, leave them as nubbins.

4 Around ten blocks below the centre of the Ghast, build a five by three pod out of white wool. Next, hack off two of the corners and replace with grey wool. One block in from the right side, smash two blocks and replace with grey wool. To finish, pull out some cobblestone fences and build the corners of the pod up to the Ghast.

5 Tentacles! Head back to the two-by-two nubs and build each of them down by different amounts. With the middle tentacles be sure to keep them shorter so you can see the basket in the middle. As for who's flying the Ghast Balloon, grab two Armour Stands, clothe them in leather armour, and stick Steve and Creeper heads on each.

1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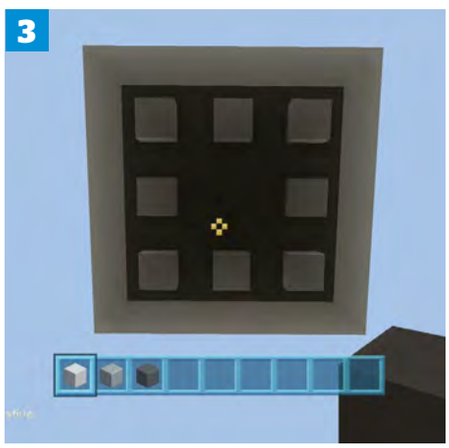
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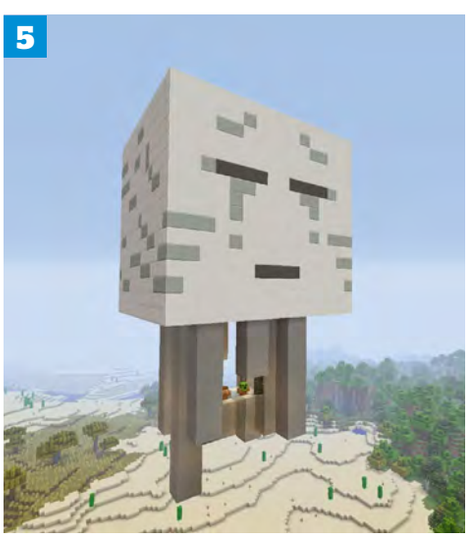
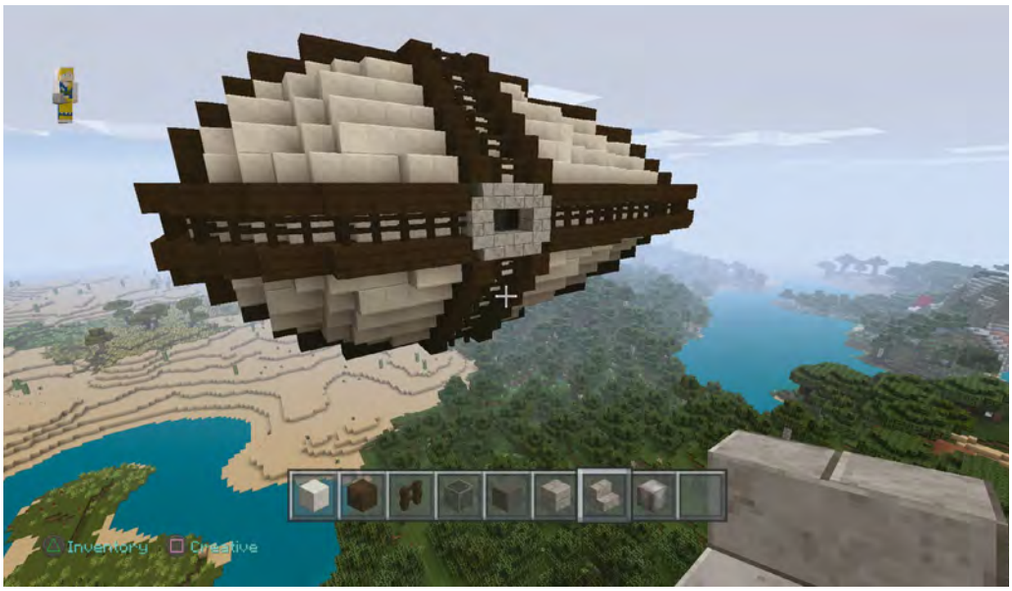

5

09 THE TAIL END

This one's nice and simple. Head to the back end, and on the two-wide section, create a step effect all the way round. Then do the same on the four-wide section, then the two-wide section – basically just keep repeating the step effect all the way round until you reach the very back of the blimp and there are no gaps whatsoever. Your blimp also doubles up as an egg. You know, just in case you ever feel like building a boiled egg monument.



10 TIME TO DECORATE

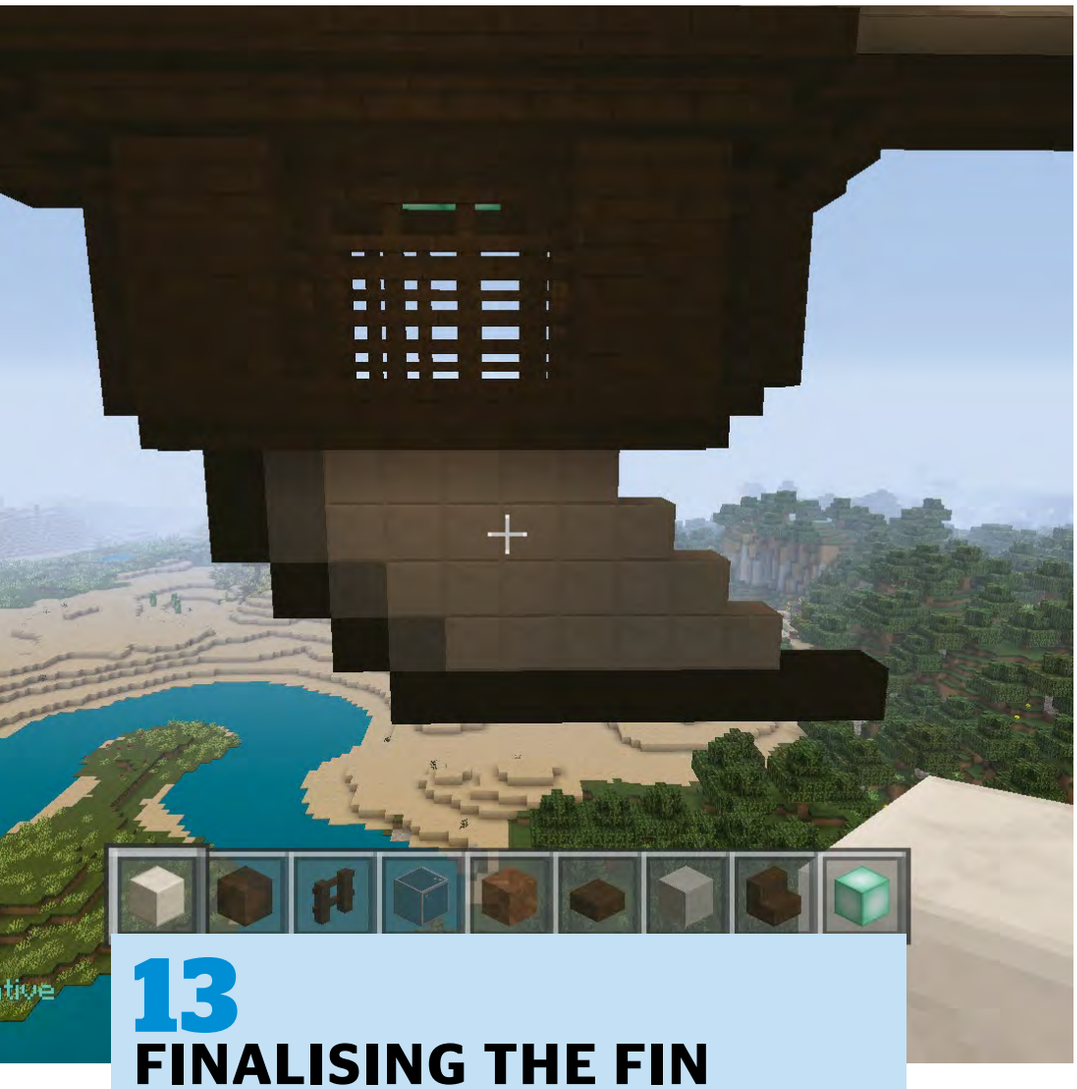
Now for the fun part. Grab dark oak fence and planks, stone bricks and stone steps, glass panes, and black wool. Run a three-high horizontal row of dark oak all the way around the blimp. Then do the same vertically. Now mine up the middle rows and replace with dark oak fence. For the window area, build a three by four rectangle, change the corners for steps, then add glass in front of wool for the middle window.

11 THE PROPELLER

Head to the very back of the blimp. Build a seven by seven plate from dark oak planks, then smash out the corners. In the centre, one block back, knock out a three-by-three hole. Fill the very back with dark oak, then one block in front of the dark oak, create an 'X' shape from stone bricks to look like a propeller. This isn't essential, but it does help to make it look like your airship could move.

12 FINS ON TOP

For some reason, making something steampunk involves two things – lots of brown, and weird fish stuff. No one knows why, it's just the way it is. To build them, first build the outside with dark oak. Then switch to grey wool for half of the inside (this adds some shading). Then to finish, fill in the rest of the space with either quartz blocks, or if you're after a different style, white terracotta blocks.



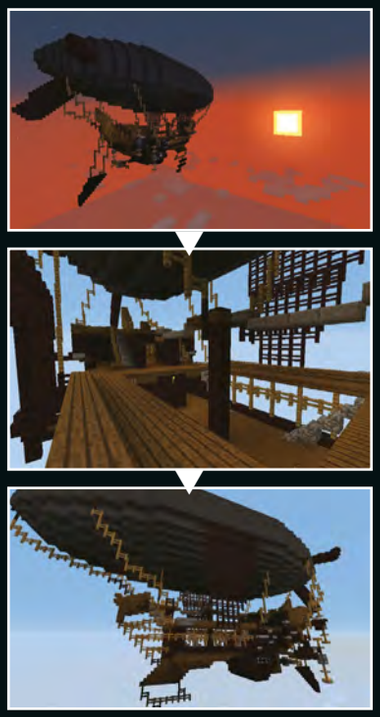
13 FINALISING THE FIN

For our final section, we'll be building a simple cabin with an upside-down fin below it. Head to the longest row on the bottom and build a cube box directly below in the centre of the row. Knock out the sides and replace with dark oak fences. For the fin, just do what we did in Step 12 again but upside-down. You can also add some sea lanterns inside the cabin so at night it shines brightly in the sky!

BUILD BONUS

MODIFYING THE DESIGN

Over on **MinecraftForum.net**, one user had an idea for an even bigger airship. The principle behind the actual blimp area is the same as ours, but what differs here is the ship area below. The rough idea here is to build a pirate ship around 40 blocks below the blimp then connect it up with fencing so it looks like it's attached. This different type of ship also means you can create secret rooms, cargo areas, or even bedrooms for your crew. You could even whack some villagers in there so you've got a trade supply going.



SHADERS

Quest for the Grail

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Map City of Petra http://bit.ly/2s89Ox9

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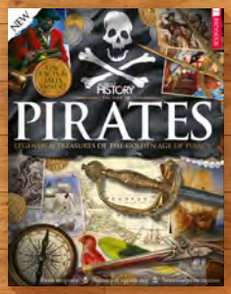

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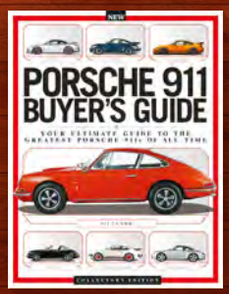

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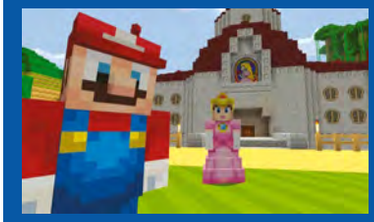

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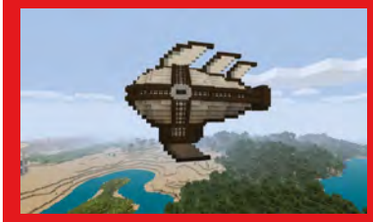

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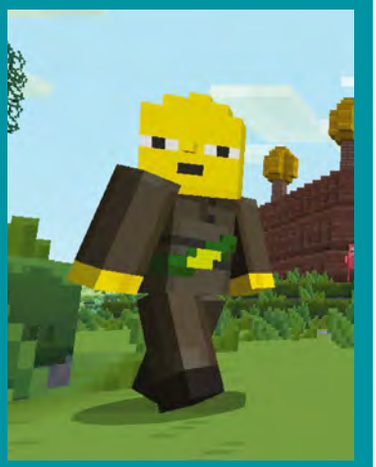

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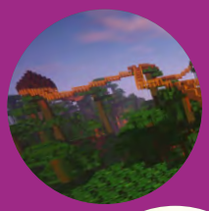

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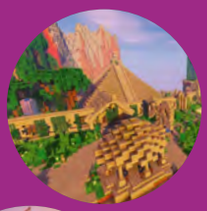

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