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Being a werewolf in minecraft

Time to start playing! When your game loads, the first thing you notice is the Heads-Up screen (which works at the bottom of the screen). It includes:Health - represents 10 hearts and is equivalent to 20 health points (HPS)If you are injured by falling, falling under crowds, etc., your health will fall. Take all your hearts out and you'll die. Hunger - represented by 10 drumsticks or green apples, as shown here with the texture kit I use, is covered more in the Battling Hunger to Stay Alive box.9 Hotbar Slots - represented by 9 boxes at the bottom of the screenThin you put the resources, tools and weapons you want to use. Click on keys 1 through 9 to switch between them.1 is on the left and it will rise to 9, which is correct. Experience Bar - a long black bar under health and hunger Full in green as you gather experience in things like collecting resources and fighting crowds. Doesn't affect gaming until you start enchanting or using a subclass that we don't cover in this beginner category. The intensity of the armor appears above your heart row when you put on the armor and it is represented by 10 breast plates Only appears after you have installed the armor. Read more about Combating Mobs.Oxygen Bar - appears above hunger when you are underwater and represented by 10 air bubblesIf the air bubbles run out and you start losing about 2 HPs per second. When you get above the water, the air bubbles will zero. Collecting wood When the game loads, you weaves somewhere randomly in the world; this is spawn point (as mentioned earlier). You can spawn anywhere, including on a barren island. Hopefully you'll start with some nearby trees because Wood is a basic resource that you want to collect right away. The only way to collect wood is to punch trees with your fist. When you look at the block you want to destroy, hold down the left mouse button until the block disappears and a floating/rotating smaller version of the block appears. Walk over it to collect it (if you're really close to it, it's just picked up automatically, as you'll see in the gif below). If the tree is tall, I suggest that the second and third blocks of wood break down from the ground and then stand at the bottom to reach higher wooden ridges. When you're done, jump down, destroy and collect the piece of wood you stood on. One thing to keep in mind when breaking blocks (either with your fists or tools) is that you have to keep hitting the block until you destroy it. If you stop hitting, the block will return to the whole and you need to start hitting to destroy it. Blocks are never partially destroyed. They're either solid or broken. Here's a small selection of items from the game. Many things can stack up to 64 in one place, but for some you can stack only 16 or even just one per point. When you start collecting more resources, you'll find that some stacked in storage. You can stack up to 64 blocks in one storage location for many basic resources, including dirt, sand, wood and cobbles. On the other hand, products such as tools can only be 1 per bin. As you gather more and more resources, you'll get a better idea of how many you can stack each one. You can destroy the leaves of the tree, but when you destroy and collect all the wood, the leaves just begin to disappear on their own. The leaves of trees have the possibility to drop seedings, and if it is oak or dark oak, it is possible that the leaves also drop apples. Game types: Oak, Dark Oak, Birch, Spruce, Acacia and Jungle Begin CraftingKu you have wood, you can start building some of the basic accessories you need. Click E to open a personal inventory with a small (2x2) creation grid to the right. The first things you want to create are wooden planks from wood and a craft table of those wooden planks. 1 hang you get 4 wooden planks, and you can use those 4 planks to make 1 craft table. After installing the craft table, you can use it by right-clicking it: it gives you a large (3x3) form grid to work with. Making wooden planks with a craft grid is easy as it requires only one resource from 1 and you can put it on any craft grid for it to work; Something you need to keep in mind going forward is that when you need more than 1 resource to create something, the orientation of the resources in the creation grid matters according to what you want to do. Just what you need is not enough, you need them in the right pattern to create whatever you want. Resources are usually in a formula that makes sense for the item you're doing, which you'll see along the way. You already know how to make planks, but you also need sticks to make tools. To make 4 sticks, stack 2 wooden planks (any tree) on top of each other on the craft grid. Now that you have the resources to work with it, it's time to make tools. Various tools speed up and facilitate the collection of resources, and in some cases it is necessary to have tools, since only some things can be collected by hitting them. As the lessons progress, I'm still going through many other items you need and how to create them. If you want to easily collect grass, dirt, sand, gravel, clay and snow, you can start by creating a shovel. A wooden shovel is created by stacking 2 sticks in the craft grid (one in the middle, one in the box below it) and placing 1 wooden patch above the sticks. Collecting wood, wooden objects (such as a door, wooden plylands or even the craft table itself) easily makes for pumpkins, cocoa, huge mushrooms and vines to make an axe. Stack 2 sticks in the same way as a shovel, then add 3 wooden bags, one in the center, one shovel to the left, and one in the middle row of the left column. Stone and stallion make better tools, but You need Pickaxe first. If you try to collect them by hitting, you can break the blocks, but they will not drop anything. To do one, stack 2 sticks, as you have done before, and line 3 wooden patches in the top row of the build grid. Logging is also used for metal objects (such as iron bar and iron door), bricks, hardened clay and Ice.As as soon as you start using the tool, you will notice a green bar appearing in the box with the object. This is the durability of the tool. The bar starts by going to the width of the box and appears green. When you use/damage the tool, the bar begins to shrink to the left and turns from green to yellow red. Eventually, the tool simply breaks when you use it, and disappears. Drawing up a shovel, axe and pickaxe with a variety of resources. Unlike basic resources such as sand and wood, you can only have 1 tool in each bin; They don't pile up. They can start to take up a lot of space, and if you happen to have several of the same tools that are damaged, you can create them together to make 1 stronger tool. When you create them together (you put them side by side on the craft grid), it combines how much durability they have left (plus a little extra) to decide the durability level of the new tool. This is very good to use with tools that are close to breaking. If the tool is broken while the resource is being collected, the damage to the resource is reset and you must start over to break the resource. By combining tools, this happens less frequently. You can only combine two tools at a time and they must be of the same type of tools, but if you have a lot of damaged tools, you can continue to connect them until you have a tool that is much stronger than all the damaged ones. Since the fixing tools combine their durability, this is not good to do with tools that are still quite strong because you lose some of the durability because you can't go above the bar maximum. Before you start mining, you want to be aware that some layers play where stallions appear in your world. Although the game always creates a unique map, which is significant on the layers, it is always the same. The world begins much down under the feet on level 1, where you will find the Bedrock (a block that cannot be destroyed in survival mode). The next layer of note is 62, which is at sea level. Although difficult to achieve in survival mode, the highest you can place in the world of the block is 255, well above your character's head (you can fly there in creative mode). The highest you can actually go is Y =2,147,483,647, but it takes a very long time to get there. These layers are important because most stallions appear only between certain layers and it can be frustrating to keep digging waiting to find a useful roe just to realize that it is still many layers under the feet. If you ever wonder where you are, debugging menu (F3) what level (Y coordinate) are you currently at. Now that you have collected wood and started creating basic supplies and tools, you can start mining. This is important to start working quite early in the first day, as cobblestone and iron make better tools and you need char carbon to craft torches for the night. Stone / Cobbled Woodchamcraft allows you to start destroying stone blocks (looks solid gray with some texture) to get Cobblestone (seems to be made of gray stones). This is different from other resources in that you don't get the same thing from the block you destroy (such as when you destroy a block of wood, you get a block of wood in return). You can find stone anywhere on the mountain, and if you dig through dirt and grass, you will always eventually come across the stone. However, don't dig straight down as there could be a cave below you and if you break into it, you will fall and take damage or die or face hostile crowds. With all the cobbles you collect, you can start making stronger stone tools. Just make the tools like before using the craft table, but replace all the wooden planks with cobbles. CoalNow that you have stronger tools, you can mine cobbles and stallions much faster. The first stallion you're likely to encounter is Charcoal. It can be found on almost any floor and is always surrounded by stone. It can also always be found in clumsy ones. So, if you find one charcoal stallion, you will probably find a few others. You have to use logging to break it and acquire coal, but you can use any logging to get it: wood, cobblestone, iron, diamond or gold. When you break the carbon mons, it drops pieces of carbon that can be used in handicrafts. Iron The next iron ore you will encounter during mining is Iron Ore. With iron, you can create even stronger tools that make mining butter faster, and they are also essential for some of the less common seedings. You need logging to extract iron, but unlike coal, you can't use wooden logging. Use made of cobbles, iron or diamond. Iron is slightly harder to find because it usually produces sea level (layer 63) and up to the bottom of the world (layer 1). Although it is possible, it is rarely found in the following layers up the sea level. When you break an iron ore block, unlike coal, you actually get an iron ore block that needs to be melted (as I will cover in the next lesson) in order to be used. Below you can see different types of stallion and stones on the right column. On the left there are various fellings that allow you to mine them. Logging (including stone) required for the extraction of each glass. Left to right: Wood, Stone (made of Cobbles), iron, gold and diamond. Ores on the right going top to bottom: Stone, Coal, Iron, Gold, Lapis Lazuli, Redstone, Diamond and Emerald.When you start the game, you'll probably only face coal and iron on the first day, but it's prepare for other taim if you come across them. Gold Although it is usually found on floors 29 and below, show here that gold can also be found in the mesa biome at a higher level than normal. When we go underground, the next hall is Gold. Like iron, when you break a gold bar, it drops the block itself, which must be melted. It can be used to make tools and although it seems to be quite valuable, it is not really very convenient to be in because it is one of the softer seeders that makes for less durable tools and armor. Gold tools can't even mine golden stallion blocks. It has other uses, and while it's not the mingle you might want to look for if you come across it, it can come in handy for creating a few random items later. You need an iron or diamond cucumber to mine it. Although it is commonly found on layer 29 and above, it can appear higher up in the Mesa biome, which is made of red and ornasy clay. In these places, you can possibly find it even on the 76th floor of the EmeraldAnother stallion, which is commonly found on floor 29 and the lower one is emerald. It can only be mined into an iron or diamond cucumber, and it drops emerald pieces rather than blocks when broken, like carbon. The main task of the Emerald is the currency to trade with the villagers. However, they can also be created as an emerald block. It's very hard to find because it only appears underground in extreme hills biomes. Lapis Lazuli Continues down to the world, the next amount to cross your path is likely to be Lapis Lazuli about floor 23 and below. Like coal and emerald, lapis lazuli blocks drop pieces. You need a stone, iron or diamond to mine it properly. This is another stallion that cannot be used to make tools or armor. Instead, it is used for more aesthetic objects, such as dyes and broken glass. RedstoneKun redstone is placed in a block, it turns into redstone dust and can be used to create circuits. You have a chance to find Redstone's stallion after you've lowered to floor 12 and lower. When destroyed with either iron or diamond, it drops the redstone. It cannot be used for tools or armor manufactured, but it can be used to create various useful objects (including a watch and compass). Unlike any other stallion, it can also be placed in opaque stone as Restone Dust. It is used to perform redstone power between, for example, the rods and rails. Diamond Wine, which can also be found on floor 12 and under, is considered the most useful for many people because it is the strongest: your diamond-like. You can mine it into an iron or diamond cucumber and it's a treat whenever you find it, because each block drops only one piece of diamond. In addition to being able to create a few items, you can use it to make the game's strongest tools and armor. By melting with the oven I mentioned, yours smells iron and gold before you can use them. Defosting is easy. You need an oven made with 8 in all places except the middle. You need a digestable stallion and fuel, like coal. Just push them in (stallion on top and fuel source below) and watch it work. I'll tell you more about this when I build a shelter. Don't despair. If you don't play Hardcore, you can pick up from your spawning point and continue! There are many ways you can face your death, including hurting crowds, famine, burning to death or even drowning. If you play hardcore mode when you die, the game is simply over and you can go back to the main menu to start a new game. If you play survival, you will die and respawn with a full health and hunger bar, but not a respawn when you died. Rather, you either show up at the original spawning point of the world or, if you've built and slept in bed, it becomes your new spawning point and you're instead where you show up. It's a good idea to build and sleep in bed to restore spawning point whenever you're in a safe place because it's really annoying to travel long distances and then die and start back where you started. One thing to keep in mind is if you set a bed and sleep in it, but destroy the bed and don't replace it (probably to carry it with you) that the spawning point is gone and reappear at the world's original spawning point. If you are going to travel a long way, it is best to leave the bed where you slept last and build only a new one when you get to the point where you want to camp again. When you die, you drop everything you hold and use. Luckily, you can pick these items back up, but you have to go back to where you died to get them. Unfortunately, you only have so much time that the dropped items eventually disappear. Don't wait long to get your stuff back. If you died of a fire or cactus and your objects touch these after they fall, they will be destroyed and you will not be able to retrieve them back. Not that you know what to expect when you start playing, you have to prepare for what night has to offer. In the next lesson, you will learn how to build shelters that will keep you safe at night and store everything you have collected and built. Crafting.

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