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## Shelter free download

While it's fun to experiment with collecting different resources and crafting items, once you launch the game, the time of the essence is. A full Minecraft day/night cycle consists of 20 minutes:10 minutes of the day/light1.5 minutes of sunrise/sunset7 minutes night/night/nightyou can accomplish a lot in these 10 minutes of daylight, but don't forget to spend some of that time preparing for the coming night. It's obvious that a big obstacle to the night is that it's hard to do anything because you can't see, but you also have to worry about the hostile mobs coming out at night. One way to protect yourself is to simply build a shelter that has everything you need. There are a lot of different materials and objects\* you can use when it comes to building your protection. I go over most basics, but Minecraft has many more to play with. No matter what kind of protection you end up doing or how long you plan to stay in it, there are some items that can be helpful to have with you. Some of these you will probably want to do right away, but others can wait until you have found a more permanent place to set up camps. BedAllows you to sleep all night. When you sleep in a bed, it becomes your new spawn point. This is very helpful as when you die you will go back to a safe place rather than where you originally played in the world (especially helpful if you have traveled very far from your original spawning point). You can be attacked while in bed and it will wake you up. Make sure you only sleep in a bed you have placed in a safe place with lights that are enclosed and away from the mobs. No matter what color combination of wool or wooden planks you use, the bed will always come out the same (so you don't have to use the same color wool or the same planks of wood, any combination will do). ChestGreat for storing things you don't want to carry around or lose if you die. A single coffin has 27 bins. You can place two side by side to create a double chest of 54 bins (as shown in the image above), but you can't combine more than 2. You can place them on top of each other, but they will not combine. When you break a coffin, everything inside it will drop and you have to pick up these items or leave them behind. Crafting TableIf you already made one, don't forget to take it with you and put it in your shelter. The night is a great time to craft things if you're not ready to explore in the dark. Since it only takes 4 wooden planks to manufacture, it can be created on your personal crafting grid or with another crafting table. OvenUsed for melting resources and Cooking food. To use, add a fuel source to the bottom box. You can use almost anything made of wood, but the most practical resources to use in order after burning time (at least for most) are Wood/Wood Planks, Coal/Coal, Block of Coal, and Bucket of Lava. Most commonly, people will use coal. You can stack fuel in the furnace to have continuous combustion. Once a one it will start to burn, it will disappear and the flame above will turn red and burn down until it takes. Whether you are melting or boiling something, as long as it has started to burn, it will go until it takes so be prepared with everything you want to smell and/or cook. If a fuel source takes in the middle of cooking/melting something, the item will stay as it was and you'll have to add more fuel and the melting time will be restored (you can't pick up where you stopped melting it). Even in use, the oven will provide a source of light, but there will not be much light. And even though it has fire, it won't start anything on fire or burn down your protection. TorchesTry light so you can see. They pick up the light level for wherever you put them and as long as the light level is bright enough, no mobs will spawn. Make sure your shelter has some torches or a mob can play right in your house. These are also great for placing outside so you can find your protection easier in the dark. Place one on top of a pile of dirt or fence posts to make it easier to find from a distance. They can't start anything on fire. You can't carry one around to see (although it would be really nice if you could), it has to be placed to provide light. WoodenDoorFrom left to right: Oak, Spruce, Birch, Jungle, Acacia and Dark Oak.A wooden door will make it so that you can quickly and easily get in and out of your shelter. They can be made with any type of wood, and the door design will be different for each type. While it may vary with different resource packs, there is a window in the following types of doors that will allow you to look out of your shelter: Oak, Jungle and Acacia. If you won't have any windows, having a door with a window/opening can be very helpful. If you just place a door by itself, the hinge will appear on the left. If you place it next to a block, the hinge will appear on that page. And if you put it between two blocks, the hinge will again appear on the left. If you place a door next to a block and then another door next to that door, the hinges will be on the outside and the doors will create a double block wide entrance (doors must still be opened one at a time). Wooden doors can be broken by zombies in hard mode. Iron DoorA stronger door that can't be opened by just right-clicking on it. Can only be opened by using something like a Lever or Button placed right next to it or with a Redstone Circuit (more advanced and will not be covered in this beginner class). Hinge and double door criteria the same as a wooden door. StairsUsed to bring up blocks for lighter and decorative purposes. Can be designed by various resources, including Wood, Cobblestone, Brick, Stone Bricks, Sandstone, and Red Sandstone.LadderUsed to go straight up and down blocks. Takes up less space than stairs. You don't really have to climb down a ladder, you actually just fall slowly safe as long as you are right next to the ladder. If you click left shift (stealth) while climbing on the You will grab the ladder and stay put so you can look around. You can also stand on top of a ladder. Mobs can climb ladders; they won't try to climb them, but if they happen to go into one, they will climb it up. One way to make it even harder for this to happen is to jump over the bottom block and place the ladder up. Just remember that you need to jump while pushing up the direction to start climbing if you do this. Some naturally occurring blocks you might want to build a shelter with that just require you to collect them include Dirt, Wood,Logs, Cobblestone, Granite, Diorite, Andesite and Sandstone. When it comes to constructing a temporary shelter, stick to dirt and wood as they will be the easiest to pick up and move or take with you. Move on to what blocks you like the look of when you are ready to make a permanent protection. In addition to the basic blocks, there are more decorative blocks that you can work with but that means some crafting and melting to get them. Wooden Planks and SticksWood planks are used as basic crafting supplies and also look nice for building a house. They will be different shades of brown depending on the type of wood used to manufacture them. They can be used to make sticks that are basic crafting supplies, especially in crafting tools. GlassGlass Blocks is one of the few see through blocks in the game and they are created by melting sand in the oven. May be designed to make glazing that look a little nicer, but for the whole plane to appear, there must be a block on each side of it (this includes having squares lined up next to each other). Window panes cannot be placed as a skylight because they will always try to create a window. They can be placed next to doors, but they will not reach for the door. This will leave a gap and give a half pane look. Can also be designed with dye to make stained glass. Use stained glass blocks to create stained glass panes in the same way that you would make normal glazing. Dyes can be made by manufacturing plants, squid ink sacks, and bones or by melting cactus and lapis lazuli. Glass objects cannot be picked up; when you place it, that's where it has to stay. If you hit it, you will simply break it. StoneWhen you break stones, you get cobblestones. You can turn the cobblestone back to stone by melting it. Craft 4 stone blocks together to make Stone Bricks.ClayClay blocks are found naturally underwater. When they're collected, they break into pieces of mud. These pieces cannot be used on their own, but can be used to manufacture or smell other materials. Craft 4 clay pieces together to make a Clay Block.Smelt clay pieces to create bricks.Craft 4 bricks together to create a Brick Block.Smelt a clay block to make Hardened Clay. Hardened clay can be made with dyes to make colored clay. Craft 3 in a v shape to make a decorative Flower Pot.SlabsHalf the size of a normal block, tiles are good for decorative purposes. Common on roofs and as steps. Can be made of Wood Planks, Cobblestones, Stone, Stone, Bricks, Brick, Sandstone and Red Sandstone.If you aim for the top of the block you put it towards, it will actually be placed higher as it floats. This can be good for tables or ledges. Sandstone Sandstone is found naturally in desert and beach biomes while red sandstone is found in the mesa biome. Sandstone can also be made of 4 sandblocks. You can use these four sandstone blocks to create polished Sandstone.Craft together 2 sandstone tiles to create chiseled Sandstone.Crafting is the same for regular and red sandstone. CarpetThis decorative object sits on top of other blocks and is made of wool and colored wool. It must sit on something to be placed (it can not just float). If the block it is placed on top of the grids, the piece mat will also break. Iron

barsAlternative to glazing and wooden fences. Unlike fences that are 1.5 blocks high, they are only 1 block high and can be easily skipped. Makes you look and made from Järn Götin. Will look a bit funny if not bracketed by other blocks.\* As mentioned in the previous lesson, to pick up some wooden materials and items, you can punch them or use an axe. To pick up stone or anything made of stone material, you need to use a hack or it will not release anything. The longer you play the game, the more you will be able to craft and the more complex you can make your protection/home, but for starters, there are some things you want to focus on to make sure you protect yourself and make it through the night. Side of the HillOne of the easiest ways to build a shelter is to dig into the side of a hill or a mountain. If you have a pickaxe, I suggest digging in stone so you can collect all that cobblestone, but if you haven't gotten that far yet, stick to a hill made of dirt as it becomes easier to break the blocks. This is great because not only do you get to collect resources while digging out protection, but you also don't need to build walls or a roof. You can only block yourself in for the night when you're done, or you can add a door and glazing (you might have to wait longer for the glass if you can't find sand early) to make it easier to see and get in and out. UndergroundEnare way to make a simple shelter that has natural walls and a roof is to bury underground. Dig so you can easily go up and down from your shelter (which means you want to either have 1 block of high steps, add steps, or use a ladder). This can be a bit riskier as it gets harder to tell if mobs are waiting outside your entrance for you in the morning. One thing you can do to help with this is to break through the ceiling and add glass blocks for a skylight. This allows you to see while the hostile mobs out. Digging down can be risky as there can always be a cave hiding beneath you. Make sure you don't dig right under yourself, instead dig in front of you and work your way down. Cavelf you do not want to do dig and you come across a one cave, you can only block yourself into it. Be sure to add a door to get in and out easier and torches to prevent mobs from playing. I would recommend using dirt because it's easy to break apart and move if you don't like where you've put it. Sand is another easy to break block, but it will fall if the blocks beneath it are destroyed and it will cause you harm if you stand below. Up a treeIf you are in an area with some larger trees, you can stack some dirt under you to get up to the top and hide in a tree for the night. You can also place a ladder that goes up the side of the tree to get up. If the mob doesn't see you, you'll be fine, so you're just going to have to camp. If they try to follow you, you can try jumping from tree to tree. Or you can just build a shelter in a tree with walls and a door. Who wouldn't like a tree cow? Destroying leaves can cause more leaves to disappear, so keep this in mind as you may not be able to rely on the leaves to hide yourself. Keep some dirt or wood handy in the future. If you have turned generate structures on for your world, there will be a variety of places you can explore and use as a shelter. VillagesVillages in different biomes. Row 1 (L to R): Plains and TaigaRow 2: Savanna and DessertThe easiest to find and most useful is the Village, which is found in plains, taiga, savanna, and desert biomes. Not only do they consist of various buildings that will fit as your shelter, but they also may have forge (with a forge and chest of supplies) and gardens containing staple crops (which will be talked about in Fighting Hunger to Survive). Everything you need is there and if you wanted, you can set up each of the buildings for a different purpose for you. Remember to add doors to buildings and torches if they don't already have them. Trade with a villager. Another thing that could be a bonus is the Villagers. Although they don't do much except run around, you can trade with them. You will always shop for or with emeralds, so while they may not have any other feature, if you ever want to shop, make sure you save them when you find them. There are different types of villagers and the type of villagers will determine what types of items they are willing to trade for/with. Also, you will only be able to do 1 or 2 different trades with each villager at the beginning, but if you want to try to get better deals, keep trading with the same villagers. An example is if you are interested in getting an Explorer Map to find a Woodland Mansion or Ocean Monument. You will need to trade with a Cartographer to get one and it will take some trades before these will become available to you. If you come to a village that seems abandoned, it could be one of those very rare zombie villages. You can still stay in it, just be careful at night as it is when the zombie villagers (will be covered in combat will come out. Witch HutA Witch Hut can be a great place to camp, camp, only if you kill the witch who lives there or it has moved on to somewhere else. They can only be found in swamp biomes that are distinguished by their trees with hanging vines, lily pads and darker colored water. All huts are set with a cauldron, crafting table, and a flower pot (sometimes have a sponge in it). If you decide to stay, I suggest putting in a door, window panes, and torches for extra protection. Also, if it is above the water (which many are), you will either need to build stairs or a ladder to get in and out of it. IglooA relatively new structure to Minecraft which is quite interesting is Igloo.They only generate in snowy biomes that have flat space. They have an arched shape with a small entrance that protrudes from one side. Inside you will find a bed, crafting table, and oven. Be sure to add a door and torches if you plan to stay put. While igloos may not seem so interesting, in about half of them there will be a secret basement. To see if youhas one, you need to destroy the carpet and look for a gap in the floor (right click to open it). This leads to a long shaft with a ladder that will take you to the basement. Inside you will find a brewing stand, a cauldron, a coffin, and two cages containing a villager priest and zombie villager priest (zombies and zombie villagers will be discussed more in fighting mobs). They can be seen behind iron bars at the far end of the room in the lower right image above. Woodland MansionIf you are lucky enough to come across a rare Woodland Mansion, take note of its location as they are very rare and only appear in roof forest biomes. I don't recommend exploring it within your first couple of days in the game or setting it as your protection just yet because the monsters that inhabit it are hard. In Combating Mobs you will learn more about the unique mobs that live there and what to expect from them. Forest mansions are also home to more common mobs, including creepers and skeletons. If you feel like defying one, you'll find a two to three story building that contains many rooms that can be one of all 50+ varieties. Some of these rooms are hidden and require you to break through walls to find them. Other StructuresThere are a handful of other structures that are interesting to explore but which are not as practical for living in:Desert Temples - contains an underground hidden chamber with coffins; not set off the hidden TNT if you decide to exploreOcean Monument - inhabited by guardians, but also hidden gold blocks in a treasuryAbandoned Mineshafts - may contain random coffins in minecarts, but may also have monster spawnersDungeons - also contain a monster spawner, but also breasts (s); Add torches and destroy monster spawner to stop more mobs from spawningJungle Temples - contains booby traps and a hidden chest that requires you to solve a stick puzzle to get toIf you can see the sunset and you haven't prepared a shelter, you have options to consider. Most of these would not be considered actual shelters, they are ways to protect you from hostile mobs at night. Out to SeaFirst, if you are near a very large body of water, you can create a boat and go out to sea until the sun rises again. You want to be able to get as far away from land as you can as mobs come after you if they see you. If you don't have supplies for a boat (covered in Fighting Hunger to Survive), you can just swim out, but you'll have to keep the space bar to stay afloat all night. Underwater Another way to utilize water to survive the night is to hide under water. You can not only stay underwater because you will get on oxygen and drown, but if you place some objects underwater, they will block off the water and you can stand next to them to avoid getting on oxygen. These items include sugar cane and fences. All you have to do is go underwater so that you have at least two full blocks of water above your head and stack either two fence posts or two pieces of sugar cane. Then stand as close to the object as you can. You'll see your air bubbles disappear when you're safe (if you have air bubbles and they slowly disappear, you'll drown, move closer to the fence or cane until just disappear). If you have a block or no blocks of water above you, the mobs will still be able to beat you. One up to this method is that you can see when the sun comes up. One drawback is that mobs can avoid burning up in daylight by being in water. So, if they float over you in the morning, they will be in your way when you try to escape. What you have to do is quickly step aside and swim up and away on land. If the mob follows you on land, lead them around until they burn to death. If they don't follow, ignore them and get on with your day. If you're going to hide underwater for the night, I suggest going under before the mobs come out and see where you're hiding. Hiding HighIf there is no body of water large enough to hide in, you can create a pole to stand on. To easily do this, look straight down and jump while placing a block under you. Do this over and over again and you will rise higher and higher one block at a time. You will be safe from a majority of the mobs if you build it high enough. Two things to keep in mind is that spiders can climb up vertical blocks and skeletons will shoot arrows at you (both creatures covered by Combating Mobs). To counter this, when you get as high as you want to get, building out the blocks around you to make a small platform to stand on (changing your point of view with F5 can make this easier to do). Even with the platform, the skeletons might be able to get you so I suggest making the platform 5 out of 5 and standing in the middle so as not to pay attention to yourself. When you're ready to come down in the morning, stand above the pole you made, look straight down, and break the blocks underneath you You just jump down you you injury and possibly die). Make sure you don't go beyond ground level or you could accidentally break into a cave. Since you will probably break this pole once it has served its purpose, it is best to do it with Dirt so that you can easily break the blocks. Encased in Dirt - Above and Below GroundOn the left you can see that I have encased myself in dirt above ground. I was going to put a block until the day came. On the right I have buried and would, again, place a block above my head until it is day. If you just want to get through the night and have some dirt on hand, just build it around you and enclose yourself in a 1 by 2 block space. The main drawback is that you can't see when it's light outside, but if you think about that night is about 7 minutes, you can try to keep track. Make sure you cover the top too because if you jump up and down, they can see you. Finally, you can do what someone will tell you to never do and that is to bury to create a hole in the ground. I would suggest standing on the sidelines to do this and not dig right under yourself so you don't break through and fall into a cave. When you bury three blocks (and you can see it's safe), jump in and place a block above your head (I suggest dirt because it will be easiest to break when you're ready to get out, avoiding sand and gravel as they will fall and hurt you). Now you should be set as nothing can play exactly where you stand. Like enclosing yourself in dirt, you won't be able to tell what time is. Be prepared to destroy a block and quickly replace it to take a peak to see if it's day again or just keep track of time that has passed (another option is to use a glass block above you). To get out in the morning, dig out the block above you and then dig in front of you to make steps to get out. Keeping yourself protected at night is important, but as you play more and more you will notice that your character is in need of nourishment. Read on in the next lesson to learn about all the different ways you can collect food and stay fed as you explore new locations. See what kind of protection you've created to keep you safe and keep your belongings organized. Even if you decided to just bury yourself in a hole, I want to see it! Remember to use F2 to take a screenshot! Screenshot!

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