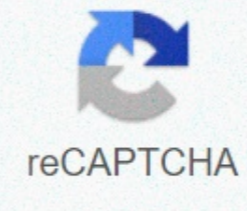




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Sea of flames minecraft

Sea of Flame is the very first card in Vechs's Super Hostile CTM card series. It has since been recreated as the Sea of Flame II to more resemble the later maps of the series. From July 2019, this card won't be available for individual download - you can get it by downloading the Old Stuff Pack, which also includes most of Vechs' other old maps. Content [show] Overview Since the very first card in the series, Sea of Flame bears little resemblance to later maps - the very first version of the map had no real goals apart from survival, and it was not until a later update that a Victory Monument was added along with wool chests to decorate it. Areas Strategies Trivia One of Zisteanu's first YouTube Let's Plays was of this very short (specifically before the World Cup version). He only managed 6 episodes, however, before he suffered a hard drive failure and lost all his progress. Later, during his single-player survival series, he revisited the map and captured it. Even in the final version of this card, many of the scattered bonus chests still contain stacks of colored wool from before victory monument was added. Sea of Flame II is a remake of the first card in the series, which showed its age, and really needed an update. Sea of Flame II contains all new locations and areas, and will be fun for new people for the series, and also Super Hostile veterans. -Vechs Sea of Flame is the first installment of the Super Hostile series, a CTM short series by Vechs. Like many Vechs cards, it has a unique theme, and has even been referenced in a later short, Legendary. Content[show] Overview Sea of Flame II takes place on islands in a sea of lava. The map is divided into areas and dungeons, with areas generally less hostile, acting as intersections between other areas and dungeons, and dungeons are challenges where the player finds exactly one of the wool blocks required for the Victory Monument. This card is a complete remake of the original Sea of Flame, which was designed for Minecraft Beta 1.2 and was primarily a survival challenge map with no real goals. Several of the original map features can still be found in the Sea of Flame II, but changed noticeably (for example, the original Victory Monument down the rabbit hole is covered with cobwebs, and the floating gravel trap nearby no longer lets creepers on the player). Two versions of Sea of Flame II are available: a playable in Minecraft Beta 1.7.3, and one for Minecraft 1.2.5 (with potions and enchanted bonus loot). This wiki covers only the latter version. For optimal balance, do not play this card in a later version of Minecraft. Areas Dungeons Strategies Rotten Caves are very close to alley, and have both iron and water. If you are careful, you can get an infinite water source early in the game that will help with farming, traversing the map, and setting you off you're on fire. Trivia It is speculated that the Sea of Flame is located above Inferno Mines Vechs has recommended a soundtrack consisting of 'Fire Prelude' and 'Impact Prelude' by Kevin MacLeod to listen to while playing the map. Love Super Hostile? Support the series here: Sea of Flame II is a remake of the first short of the series, which showed its age, and really needed an update. Sea of Flame II contains all new locations and areas, and will be fun for new people for the series, and also Super Hostile veterans. The wind swirls, floating islands in the sky slide into new positions, and a whole new adventure unfolds! This is a remake of the original Infernal Sky card. This map is a network of connected underground caves. The map takes place completely underground and it is all wrapped in a giant cube of bedrock (no escape!) This was the first map of the series where I introduced the Victory Monument target system. For me, it has a very Super Metroid or Castlevania: Symphony of the Night feel to it. This map contains a variety of environments, so the name Legendary refers to size and scale. This is a long CTM card that will provide a long-term challenge for even veteran players. A dark, brutal world of nothing but despair. Voted for and requested by society, this card starts brutal and stays that way. Unlike Legendary, where the difficulty gradually increased the further you entered the map, Nightmare Realm is the real thing from the moment you load into the map. Oh man, things have been rough for a while. Are you tired of dying every five seconds? Do you feel like you need a vacation? Do you need your warm heart chilled with a cool island song? Oh no wait, I mean... cool heart warmed with a hot island song? Or was it... Bah, anything. This is the first Super Hostile card made from scratch supporting and brewing, and the first card created after armor changes in Minecraft 1.0. Expect wonderful loot, enchanted objects, potions, and lots of monsters to put your awesome items to use against! This is the first Super Hostile card to use a continental style. This type of map focuses on travel and exploration, across a vast continent with expansive, realistic scale biomes. Explore the vast mining abandoned by a team of miners and explorers. Deep underground contains a vast network of caves, tunnels and massive canyons treasures, adventures and extreme dangers. Defeat brand new enemies made possible with minecraft 1.5 update, and venture even deeper into areas no humans have treaded for thousands of years. Based on a short story of the same name by Andrea J. Buchanan, this CTM card is an evil and challenging experience that has been officially adopted as part of the Super Hostile series. Fans of Kaizo Caverns and Caves will really enjoy this map. But fair warning, it is Difficult. Includes Beta 1.7.3 Legacy Pack, Race for Wool, Black Desert and more. 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