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Minecraft is good for solo play, but having a few friends to join the action makes the experience all the more enjoyable. Setting up a multiplayer game in Minecraft is a simple process, but it varies a bit depending on which platform you use and whether your friends are nearby or half a mile away. Here are four ways to play Minecraft multiplayer. Further reading of the Basics of Minecraft multiplayer Minecraft gives users four different ways to connect with each other, each with its own advantages and disadvantages. But before you go into the game with your friends, it's important to make sure that all players trying to join a multiplayer session are working in the same version of the game. This means you want to check that your version is updated with the latest content patches; Otherwise, you will come across some bumps while trying to meet friends. You can do this by heading to your preferred app store platforms, or browsing Minecraft Help Center on your PC. You'll also want to make sure that all stakeholders are working in the same minecraft edition - either Java or Bedrock. Java is only available for PC players, so if you're playing on a mobile phone or console, it's one thing less you need to worry about. Locale Network Multiplayer (LAN) If you want to quickly set up the world for friends who are in the same room as you, look no further than creating a LAN game. As long as all players are connected to the same network, they will be able to see and join your server. Minecraft: Java Edition LAN Settings Here's how to start a LAN game for those of you running Java Edition: Run Minecraft and select a single player. Once the world has finished downloading, lift the menu screen by clicking the Esc Select Option Open to LAN Select the game mode you want to place. Choose Start LAN World. Players who want to join the game must select Multiplayer from the main menu. If they are connected to the same network, your LAN game should be detected. Minecraft Bedrock Things are a little easier if you play Bedrock Edition on PC, Xbox, iOS or Android. Here's all you need to do to start a LAN game: start the game and click Play, and then create or edit the world by pressing the pen button. Select the Multiplayer option and turn on Visible to LAN. Start the world. Players can join the game, log into the Play menu, go to friends and find the appropriate LAN game. Creating an online server Things get a little tricky when you decide to host your own server. These platforms will allow multiple players to join the same session, regardless of location in the Creating your own server is perfect people who want a lot of control over all aspects of their world, and don't mind working through a bit of technical jargon. Minecraft has a bunch of tutorials that detail the process of setting up a server, but here's a quick overview of how to run and join them. Minecraft: Java Edition online servers To create your own server, you need to install a server file from the official Minecraft site. Once the server has been created by you or your most tech-savvy friend, you can join the world by clicking the Multiplayer button and then choose to add a server and enter the appropriate IP address. You can also join public servers using this method if you know its official IP address. Joining public servers is a great way to quickly get into some multiplayer activities without having to build your own private server. Minecraft: Bedrock Edition Only three official servers are supported by Bedrock Edition - Mineplex, InPVP and Lifeboat. Go to the Servers tab and choose the one you'd like to join. External servers can be added using the Add Server option and input all the information you need; however, this feature is limited to consoles. Using Minecraft Realms Perhaps this is the way that Minecraft wants you to experience it multiplayer. Built from scratch by Mojang, Realms offers dozens of incredible worlds to explore, as well as allowing you to create and take your own games. You're limited to 10 friends, but setting up is surprisingly easy compared to most other methods. Both versions follow a similar set of steps to connect to Realms. Here's how it works: First, you need to create a Realm for your friends to connect to. Just click Play and then select the Create on realms button as soon as you're set up to customize settings. Next, you'll need to invite players. Go back to the main menu and click The Play button again. Click here to edit and click on the Members tab. Now you can send invitations to any of your friends. Once they accept the invitation, they can join your Realm by selecting the Minecraft Realms option from the main menu and clicking on the appropriate world. If you're having trouble with Realms, Mojang has detailed rundown of general issues on its official website. Split-screen Although it is only available on consoles, playing Minecraft in a split screen is pretty simple. Just make sure you have enough controllers for all your players (up to four) and they are properly connected to your system. Once you start your game, the screen should be automatically split to accommodate all the players. Editors' recommendations So far we have installed Minecraft, learned about biomes and researched found in them. Now it's time to branch out for the security of Creative Mode Intelligence and learn about all the modes of the game Minecraft has to offer. In the first first We have spent enough time highlighting the things that have made Minecraft unique with an emphasis on how you can turn Minecraft into a game you want to play based on your own interests. Game modes play a very big role in helping you shift your focus in the game toward any results you want. Whether you crave a zen sandbox to quietly build it, a long-distance adventure where you explore the ends of the Earth, or you want to fight to save the world by working you the way to Ender Dragon, the mode of play you choose strongly supports your style of play. There are four possible game modes: Creative, Survival, Hardcore and Adventure. You can

choose from Creative, Survival and Hardcore modes from the Create New World screen to create a new world. You can also switch the game to Creative, Survival or Adventure from the Open-to-LAN screen, which allows you to share your local game for a multiplayer game on your local network. Adventure is a specialized mode designed for multiplayer maps and servers. Let's look at each mode of play before returning, in the next lesson to look into the depth of survival mode. Creative Mode Creative Mode is, as the name suggests, a game mode with a focus on content creation. Unlike other game modes, Creative Mode players have endless access to resources, and every treacherous item is already available to you in the Creative Mode inventory. You can still create things like pickaxe if you want to, but there is no need to do so. Imagine if you would have that Creative Mode, like having an unlimited tab in ® LEGO. You can build, build, and build a few more without worrying about the hassle of actually working on raw materials. If all you want to do is run wild creating things without grinding to actually collect thousands of resource blocks, this is the mode for you. While access to endless resources is the main charm of Creative Mode (making it an ideal mode for those who want to build to the content of their heart), another huge advantage is that the player is invulnerable and will not suffer from falling, from creatures and monsters in the game, from being underwater for too long, or from the touch of lava. In fact, the only way to die in Creative Mode is to dig into the void under the main layer of the game (akin to falling into the center of the Earth) or use a command console/kill player name to actually kill the player. In addition to all the blocks you could ever want and able to fall to the ground without scratching, there are two other huge perks in creative mode. As we learned in the traffic section, a simple double tap on the spacebar is engaged in Fly Mode and you can zoom around like a superhero. The flight is especially convenient for quickly exploring and admiring your designs with Height. The second big advantage is that blocks blocks Instantly when you click on them (as opposed to a survival mode in which all blocks require time and/or tools to break down). Creative players also have access to materials that are completely unavailable in other game modes, such as caviar eggs (which allow players to spawn in-game creatures in their opinion to fill their creations). Fun Creative Mode Trivia: If you want to cut randomly smashing blocks, admiring your creations or exploring, equip the sword. While wearing the sword in creative mode, the instant break function is disabled. Survival Mode is the default Minecraft mode and mode that most resembles the traditional video game experience. The very first versions of Minecraft had no goals at all, and the game was essentially a pure sandbox experience. As the game progressed, goal-type elements were introduced simply to provide a free linear structure for players who wanted the goal set for the game to work in the direction. In survival mode, the player is akin to a shipwrecked person or asylum seeker. They are strangers in a foreign country without identity or tools. Minecraft has always been a purposeful light on the true backstory so feel free to fill in your own explanation of why your character is where they are. The greatest contrast between survival and creative mode is the transition from a God-like force to a clearly mortal existence. In survival mode, you don't have access to an inventory of endless resources on demand; You have to collect resources from the environment around you. Need wood for the stairs? Better start chopping down trees to get it! In addition, you are subject to physical damage and need just as you are in real life. You take damage if you fall from a high altitude. You could drown. Monsters can (and will) attack you. You are also hungry and have to collect and cook food. The screen display shown above highlights these survival elements. Hearts indicate the amount of health you have. Small legs of turkey/lamb chops indicate your current hunger. The narrow bar separating the fast access bar and health/hunger indicators is the bar of your experience. Many activities in the game such as hunting and mining give an experience that can be used for later advanced tasks such as the manufacture of enchanted weapons. The complexity of the survival mode can be adjusted with the game options menu. By default, the game is set to normal complexity. You can adjust the difficulty between peaceful, easy, normal and difficult. The biggest difference between peaceful and other modes of complexity; in peaceful mode hostile mobs will not spawn and you will never get hungry, but you will still take the drop damage, drown, get injured in the lava. Easy, normal, and difficult all feature hostile mobs and hunger with the only difference between difficult levels, how much damage and how aggressive crowds, and how hunger affects you you Easy, for example, you get hungry and need to eat, but hunger will never directly kill you while in Hard you may starve to death). Many players like the task that survival mode presents, and it is more profitable for them to build complex structures and developments in survival mode. When building a massive castle, for example, is always fun, building it through scaffolding and actually risking falling to death adds a certain thrill and sense of accomplishment. The work in the progress of the castle complex below, for example, was built entirely in survival mode: It may lack the flair of the more stylized Creative Mode builds, but it's extremely nice to build a great project in survival mode and in fact it's come together. If you wanted to play Minecraft as a traditional video game with different end-of-game goals, here's an approximate outline of what this experience will look like: You start the game with nothing placed somewhere on what's known as Overworld (a traditional map that looks like our world completely with mountains, rivers, meadows, etc.). Then you have to survive on Overworld, first collecting enough resources to build a simple shelter and make simple tools, then eventually working your way up to more advanced shelters and tools, such as extracting resources from the land beneath you. Eventually, using enough advanced tools and weapons, you'll be able to build a portal to another part of the game, known as Nether, which for all intents and purposes is a Minecraft version of hell (just as spacious as Overworld, but filled with lava, fire and underworld-type creatures). There you can find even more resources to continue the search. Using resources available only in Nether, you can continue to expand your reach throughout the gaming area until you can access the ultimate area known as The End, which is essentially a kind of purgatory as a place-in-and-out time. There, you will find Ender Dragon, who if you want the game to make the final big boss at the end for you to beat down, this is the guy you are looking for. If you're worried about beating the game because you don't want to leave behind all your bases, mines, and hard work, don't worry. When you kill The Dragon Ender, you don't lose your world. You can go back to it and keep playing (only now you'll have a good achievement trophy and a huge amount of experience). Now, as we've emphasized from the beginning, Minecraft is what you want to do. We have been playing Minecraft for years and very rarely do get to the end and face Ender Dragon any priority what else. It's there if you want a challenge and linearity, but you can completely ignore it if you couldn't care less about beating any ultimate boss. Hardcore mode hardcore mode Hardcore. If you're a veteran gamer you already have a few entries filed away in your old game'o'dex for what hardcore means, but if it's your first time, face the concept of an easy summary: death is permanent. In survival mode you may die, but you always respawn, either at your original start to the spawnpoint game or in the last bed you slept in. you lose all your experience, you lose all your gear and the booty you wear (but if you're close to your death point you can run back to grab some of the experience balls and all your gear before it disappears). In hardcore mode (mentioned above shading on the hearts of health) when you die not only the game is over and you lose all your stuff, but the whole world itself is removed. There's no saving your gear, keeping the base you just built, or even way to test their Minecraft skills. We will be the first to tell you that you play the game very conservatively when you only have one life to live. Note: If you really like randomly generated Hardcore Mode card and would like to reuse it for creative Mode or survival mode maps, you can save it in a roundabout way. Before you die (and the world will be removed) press/pull the game console and enter the command/seed. Numerical reading (e.g. Seed: 2120846590878356) is essentially a DNA map and can be used, as we learn in a later lesson, to recreate the overall structure of the map, but not to preserve any progress you have made on it. Adventure Mode Adventure Mode is designed to allow players to visit the map and wander around inside it, but without the ability to destroy blocks without using the appropriate tools. Think of it as a hybrid between Creative and Survival modes with a focus on creative play (like learning maps), but without the flexibility of just smashing everything into one click as you can in Creative. Thus, Adventure Mode is used for adventure servers and adventure maps, in which the map maker tries to create an experience that depends on the limitations of the player. if you've developed a map to simulate players stuck in an eerie mansion or or Endless maze, it wouldn't be much of an exciting adventure if they could just panic and dig their way right through the bookcase maze with their bare hands. On a smaller scale, adventure mode is useful for allowing people to explore your creations without worrying that they are damaging them. If you are having trouble with siblings smashing each other's creations, for example, you could have them demonstrate their work in adventure mode to cut down on accidental destruction. You can't create a new world set in adventure mode, but you can switch the world to adventure mode by sharing it with others either through local multiplayer or through a server. Next lesson: Survival of your first night in Survival Mode After you put a few dings in the pickaxe, surviving in survival mode is not so intimidating. For a new player, however, the first survival mode game is usually pretty rough. It's hard to get into the rhythm of managing hunger and health all the time fending off a lot of things in the Minecraft universe that want to eat you. In the next lesson we'll guide you through the beginning of Survival Mode to highlight what you need to do right after you find yourself plunked down in the middle of the new card. Starting from the first day on the right foot (and surviving the first night as a result) is the key to a successful run in survival mode. Mode.