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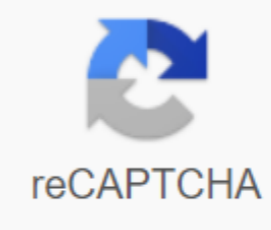**Continue**

How to get blaze powder without nether fortress

Finding nether fortresses in Minecraft will be very important if you ever want to create an alchemy table to make potions, because one of the necessary ingredients is blaze powder that drops from blazes, which you will find only in nether fortresses. You also need Blaze Powder to make the eyes ender in order to get to the end. Overjoyed skeletons can be found only in nether fortress as well, which you need to fight if you ever want to kill Wither. General Nether Fortress Information The first thing you should know is that nether fortresses spawn lines on the Z axis (North/South line). When I say they spawn lines on the north/south line, it just means that when you find your first Nether Fortress, you can travel north or south from there and constantly find more. It's helpful to find them initially as well because you know that they are not completely random, and that they are scattered a little evenly throughout Nether. Obviously, they are not positioned exactly in a straight line on the north/south line, their centers slightly deviate from this line, but since they are so large, this is a common way to explain how they spawn. Something worth noting is that the depth may vary wildly, but I usually look for y axis between 60 and 70. Taller structures in the Nether Fortress can span 30 to 50 blocks high as well, so you must at least run into one, and then dig around until you find the main part of the structure. The main structure of nether fortress is made up only of Nether Brick, so this is the brick you will be looking for when you dig. Nether Brick and Netherrack are almost the same color, so it can be a difficult spot at first, but Nether Brick breaks much slower than Netherrack does, which can help you find fortresses that are buried in Netherrack. Finding nether fortresses hard way I'll first show you how to find nether fortresses in a hard way, without out there playing survival that want to do it in a legit way. Very important: Be sure to write down the coordinates of your Nether portal so you can find your way back! To find your first Nether Fortress, you will basically be digging straight lines on the Z axis (North/South Line) a few hundred blocks in each direction. If you can't find anything, move the East or West region and try again. This method can be very frustrating and composed, but eventually you will get into one. If you're not playing on your computer, that's the only way you can use it. Search nether fortress a little If you want to jump start finding your first Nether Fortress, and your interest in finding the fortress that is closest to your Nether portal, something that can help this (without too much fraud) is a program called Amidst. When you run Amidst, either give it your world seed or point it to your save file and it will create a nice map of your Minecraft world. Spoiler Alert: If you are a purist and still want to find other things of your own, upload up random seeds first and go to the top of the map menu, and select layers. and select layers, then click on any layers you don't want to see. By default, the location of villages, temples and fortresses is displayed, so turn off any of these layers if you don't want to spoil their locations. By default, the Nether Fortress layer is not enabled, so go to the map menu and select Layers – Nether Fortress Icons. It is important to keep in mind that the coordinates of Nether are very different from overworld. You can't travel to one of these overworld places where he shows nether fortress and create a Nether portal to find one nearby, it just won't work that way. Basically it just shows where they relate to each other inside Nether, so you have to hold it approximate to the given coordinates. Instead, using the places Amidst gives you as a general guide to what direction you can find one. For example, in my seeds listed above, I built a city around the center of the NPC village map. If I want to find the nearest Nether portal there and travel northeast a couple hundred blocks most likely. While this method is far from accurate science, it can give you a common direction to look for, which can save a ton of time. Check out Amidst, it can come very handy. Find nether fortress easily OK, so you tried both of these methods without success, now what? Well, I have a lot easier to find your first Nether Fortress, which will work even if you are locked down in a Survival server. What you're going to do is use a combination of both methods above, and use an X-ray texture pack to help you find Nether Brick through all those Netherrack mountains. I admit that this can be considered kind of cheap, and I only use it as a last resort, but I can basically guarantee that you will find nether fortress in this way. My favorite texture pack is this called Strongestcraft. First of all, I use one labeled Strongestcraft F&amp; MF, which stands for Fotress &amp; Mycelium Finder. This texture pack makes Nether Brick really bright green and Netherrack almost invisible, which will make nether fortresses stand out like a bright green throat thumb. I will say that you have to be really careful when you use this texture pack to travel Nether because it can be a really hard spot and drop off compromises compromises you are traveling too fast. I can't count how many times I've fallen for long distances because of this, so you might want to start just turning in after traveling the correct number of blocks, and then turning it off if you don't see any fotresses nearby. Also remember that when doing this, the viewing distance is still important, so turn it the same height as you can control without killing your computer. Finally, if you still have trouble finding nether fortress, switch it to Creative and fly around. It is about as simple as it can get, but you still have to find a way to dig a route there if you want to go there again. Still having problems? Leave me a comment and I will help you as much as I can. The landscape based on ancient Greece Metropolis is a complete urban area with buildings and dense populations. As a project, players can find building their own metropolis to be an outstanding project, although it should be remembered that building a metropolis requires using a lot of resources and a lot of time. This tutorial should be just a link, not a step-by-step lecture. You should make up your ideas along the way. Keep the list of buildings alphabetically and alphabetically when editing the list of buildings. This tutorial is dedicated to fantasy, medieval and modern building ideas, feel free to find a tone that fits better your world or multiplayer modded server. Preparing [edit] Before starting the metropolis, the player should decide on the subject, limitations, goals and tools of his project. If the player needs help finding the topic, there are suggestions below. For some players, building a metropolis survival mode can be most beneficial. Others may want to work with the creative mode of the project, so they don't need to spend time collecting resources. To make the building faster and easier, the player may also want help in his project in the form of friends, teams and structure blocks or even third-party apps. Plans must also account for what the future use of the project is, who will review it and what the needs of those viewers will be. For most topics, the easiest place to build would be somewhere that is usually flat because it eliminates the need to clean up large areas. Such an area can be found in a variety of ways, including the discovery of a universally flat biome (e.g. plains and oceans) or the introduction of another type of world, such a superflat or a buffet. The player could also use a third-party program such as WorldEdit, MCEdit, VoxelSniper and WorldPainter to clear the field. The theme can best work on specific biome and terrain for generations, and as such, the player will have to consider those things while finding/preparing the field. If a player plans to develop his project in survival mode, they should ensure that they have the basic materials they need for the project to be carried out, such as good tools and armor, food, and even a lighthouse or scaffolding. The player also has methods to collect all the blocks they will have to build their project. As such, they may want to try to use more common blocks. Start of work[edit] The player should start planning where there will be some big features of the city before they start building. Then they can ensure that they and all other players can start building structures. The player should note that their first buildings will most likely end up near the center of their metropolis. Before you build, it's best for the player to know which blocks to use in their thread. The project will usually look better if similar blocks are used side by side. The best blocks to use together will vary throughout the build, but usually the types of blocks used to gradually move from area to area. Lighting should be remembered throughout the build. Building an interior is something a player may want to work on as well. If the metropolis will be used in a multiplayer world or a custom map, the player should probably be careful not to use blocks in their stats, which players can easily abuse. This includes making builds not easy grief-could. In addition, the player should plan for the inhabitants of his city. The needs of the villagers are different from those of a couple of friends. The player may also want to avoid too many rare and difficult to purchase blocks such as emerald, gold, and diamond, because they work best as attention drawn attention to areas such as towers, corners, or doors rather than basic building materials. Edit code] You must prepare a city plan before you can create a city. The idea that the city plan is to follow these steps: First make (your paper, drawing, etc. your city plan) all the blocks needed for your buildings. It is desirable to make a grid, but some urban styles may require other forms, such as labyrinth style. You can then draw forms for your areas or districts. This will have different themes, such as residential areas, working districts, industrial districts, etc. You can also classify them by class: poorer neighborhoods and richer neighborhoods. Make the walls of your district more disorderly and odd in shape. This will make the barrier between one district and the other less noticeable and make the city feel more natural. Then start filling the blocks, with things you want to put there by the district (as a home for a wealthy residential area). It is recommended to fill only half the blocks, leave room for other things. After that, start filling the rest of the other things that belong to other districts (e.g. schools in a residential area), with things like parks, markets, etc. or just with other things that look nice or you want to put it there. Then add other more important buildings scattered throughout the city plan, such as large commercial centers, airports, municipalities, stadiums that comes to your mind. In another place add a few large ways in the central places. Do things that are in front of the avenue, larger (instead of home, edifice, not shop, market, etc.) Finally you can add your city touches, changing the thing you don't like or adding things you like. Note: To make it easier, try to visualize the city plan to your head, and try to make it fit into Minecraft. Materials[edit] Basic article: Tutorials/ Adding a variety of beauty structures Minecraft has a variety of blocks and jewelry you can use. Try to find a color that matches the theme. Creating [edit] Important building will be consistency and planning. Planning can be anything from a simple bullet list to the materials needed for a wide-ranging plan for all aspects of the metropolis. It is best if the city can keep its theming, block choices, sizes, and areas a bit similar between buildings. The player should make sure that their first buildings and roads are close to size and appearance, as they want the rest of the city to be. Part of the natural flow of the city is the area - in different areas, which better meet the needs of certain members of the city than in other areas. If the player allows the city to develop into zones, as it is build, they will turn out more natural. Construction outwards and zones allow different parts of the metropolis to have a different sense of how different buildings are in height, materials, and space changes in quantity. Planning where the location is and how large that certain areas should ensure that the build meets the needs of any actual or imaginary population metropolis. The rest of this chapter focuses on some common areas that may be useful to include in the city. Roads and roads[edit] An important metropolitan for planning and construction are roads. Roads and roads connect all buildings and zones together and usually work to maintain a certain sense of space. In general, larger areas should have more roads managed, while smaller spaces should be smaller, more mixed. The size of the road should also vary by area to match the gaps in the buildings. For this reason, roads should usually be created as needed and not used to force buildings to follow their path. Materials such as cobblestones, carbon blocks, obsidian, gravel, stone, sandstone, nether bricks, concrete, grass trails and terracotta are all popular blocks on roads and trails. Roads can also be decorated with plants, road lines, and lights. As a rule, roads should be quite flat, so that they can be easily used for fast travel. Adding opportunities to travel on different roads, such as minecart rails, ice strips, or even only fences to tie horses can increase road efficiency. If you make a tunnel, it should be at least three blocks high to riding horses can use it. You should also be able to easy to drive off roads. Scale[edit] You should also consider the extent to which your city is located. A smaller-scale city will soon build and consume less resources, but the wider city may be more comprehensive. In a wider city it is also possible to build interiors into buildings, which is not possible on a smaller scale. Lighting[edit] One light source metropolis is lampposts. The lamp can be positioned with a Redstone lamp hooked up to an inverted daylight detector so that the lamp turns on when it becomes dark. You can also use a flashlight as you can put them in the house. Another indoor lighting trick is to put a light source under the carpets. The light source will be hidden from the eyes, but the light still shines through the carpets. Residential area[edit] First of all, the metropolis must have a place for its citizens to live. As a rule, these areas should be large, but organised. Smaller roads, shorter buildings, greenery and small blocks keep the area more friendly, while on the contrary creates a bigger, busier feel. Most residential areas will keep homes arranged close to each other. Some areas can best work with tall apartments. The living area usually feels more vibrant if the player covers a couple of small shops in the area. Some stores can be added as part of the living area. By working with several players, he can best help players build their own accommodation. Deeper through the city, more urbanized housing should usually be with larger buildings. If the metropolis works well with it, smaller, one dwelling can form the surrounding suburbs and more friendly homes that consist of run of rural areas may allow large swaths of land to be housed by a very widespread population. Commercial areas [edit] These areas are trading, for example, through markets, shops, supermarkets, restaurants or shops. Trade allows city citizens to receive all kinds of items and services without having to work specifically with each type of items or services. Some shops mix better with residential areas. The commercial area can allow many stores to be grouped together and large stores must be neatly separated from housing. If the citizens are players, commercial areas can create additional opportunities for player interaction. Public transport and transit stations[edit] Since the metropolis should be quite large, efficient transport is important to keep the city together. Public transport centres can create efficient journeys. Some cities can best work with ice roads, minecart rails, or piston bolts. Some metropolises can best work using Nether to reduce the distance between locations. Team blocks with teams can teleport players when they start. Infrastructure that is suitable for the metropolitan theme should also be used to provide the city of life. Industrial zone[edit] Mass production greatly reduces the space required many people live, but it is not the most beautiful sight. No one likes to have a house with cluttered views of smog-belching factories, so make sure your industrial zone is not near any actual homes, and preferably none that belongs to those who do not operate in the industrial zone. Plan a green zone in 100 blocks, or maybe a river. Industrial areas protect huge farms or mass factories from the place where the population lives. If farms or gang farms actually produce goods, this can also reduce delays by keeping these large, commodity-building structures unloaded when needed. These areas are usually best kept away from any type of residential or commercial area, because their function is often practical rather than appearance. Capitol[edit] The city can certainly seem to have more pride just by adding a capitol area. Adding larger, chic buildings to stand out in the city skyline adds perceived power to the city. Many statues and monuments can be easily decorated in the surrounding area. Such areas are usually more expensive to live in, so rarer materials fit into block pallets well. Suggestions [change] Here are some ideas to help the aaaaaaaaana player start his city. You can mix and match several, for example, disturbed hyrule inhabited animals. City Themes [edit] - D [edit] Ancient Civilization: Using a style based on non-historical civilizations such as ancient Greece, ancient Egypt, ancient Rome, native American villages, English colonies, old west settlements, medieval cities or caveman life can allow some fun block choices and zoning. Game block choices are also easier to match with older periods, so using such a style can save the player difficulty creating modern objects in the game. Creating a metropolis based on non-ancient civilizations can help the player understand the old challenges and history. Biome Dependent: Urban functions can be directly based on your land. Buildings and roads then remind the player where they are no matter the characteristics of the biome or the earth. Block Restrictions: To force more creative use of specific blocks (especially important because using fewer blocks improves the quality of the build), the player can force himself to use only specific blocks and/or not use certain or almost all of the blocks they often use. Sometimes, using only specific blocks can act as a way of topics or adding history to the city. Possible restrictions may limit the material, color or rarity of the blocks used. Another option is to use only blocks available in a particular version, for example, only for creating only classic blocks. Cloud City: Build your city into the sky. Use snow or wool for buildings and use glass on the street. You can create land from white blocks to look like clouds while even actually create it at the cloud level. It is possible to make rain clouds by hiding water inside artificial cloud clouds for example, from wool. As a result, dripping water will appear in the cloud. (Another option is to use mods that add actual cloud blocks.) Cultural obsession: city citizens may have a common obsession. Whether it be sports, crafts, or a trend the city could reflect that through its decorations. This gives the player the opportunity to create many different decorations. It also adds personality to the city, because it can be a bit of a sight to see what is important to the citizens of the metropolis. Disorder: If a player makes certain areas disturbed by creating them, they can add a special story to the parts of the city and do something unusual. The player could also make some function always look messy, such as the point of the city wall. Dome City: Create your city completely out of the dome. Domes can be floating, on the ground or under water, and can be made of glass or any other material. You can connect domes with bridges or tunnels and make each house a small tunnel. E - H[edit] East Asian City: Base your domain around Asian architecture. Add chinese dragons, pagodas and some garbage statues to your port. Add plenty of bamboo around the city and spawn some pandas to make the urban environment more lively. Make sure to style your city around the East Asian region or the nation you have chosen to base your metropolis around. Ecumenopolis: Turn the whole world into an ecumenopolis (read: a very large city), stretching from the bedrock level to the height of the world. At the top there can be a high-rise attic with panoramic windows, and at the bottom there are slums and gang headquarters. If you have limited time or resources, you can spend the underground part and just make your city a giant skyscraper. Regardless of how to do this, this project will be very time-consuming in survival mode. Electric City: Nothing but Redstone! Build the blocks from Redstone and use iron doors. Also use many sophisticated Redstone mechanisms, such as doorbells, elevators and flashing indicator lamps. Use flying machines and minecart metro players for transport and goods transportation system for postal services. Try to use Redstone's defense too, like keeping up dispenser machine guns and spike traps made by arrows firing from the ground. Technological modifications such as IndustrialCraft2, EnderIO, Applied Energistics 2 and Thermal Foundation/Expansion/Dynamics can also strengthen this city. Iron golems fit well in this city, due to its robot-like appearance. End Fortress: Create a massive version of the end of the city end using the most materials found there, such as end stone bricks, obsidian and purpur. Build rooms and entrances at a height of three blocks to allow enderman to enter and build three block long beds of wool blocks. Use shulker and ender chests storage. Add back crystals Finish, but be careful not to blow them. Residents should be in black and purple clothes or just be endermen. Add a choir plant to the farm, port end ships and high towers flying with elytra. Use rear bars for lighting. Ban water, and if your rules ever require executions, do so by knocking people into the void. Empire: Instead of building just one city, build a lot of cities. Make one city be larger than the other, and make it the capital of the empire. Connect cities with roads or minecart networks. Add smaller villages and farms outside larger cities. If you want more fighters in the country, build huge walls around the walls, build many large military bases and add battle damage or wipe entire cities off the map with TNT to make it look like they were conquered. Flame City Make a City and set it on fire. Netherrack and Magma blocks are good for this purpose. Use lava in places where water would normally be found. For example, fill all wells, rivers and ponds in your city with lava. Striders have one option so transport, but make sure they won't be exposed to rain because it hurts them. Make residents blazes and magma cubes. Perhaps, you could also allow players with fire armor or many potions of fire resistance to visit from time to time. You can also use mayxess instead of grass and gray concrete powder instead of sand, because they look like ash (you can also use basalt as burnt logs). You can also ban water, and if you need to do something, do it by burning them alive. Make sure not to build with any flammable blocks, for obvious reasons. Floating: Make the city on the water, preferably in the middle of the ocean, because there is most space for this type of city. Houses can be boats or rafts, and the main building can be a big flagship. The city can also be built on a large, floating platform in the upper layer of water, so it looks like it floats on the water. For transport you can build a nether portal in the city, build another nether portal on the mainland and nether. After doing this, place the railway on another line. Ships are also in good shape to transport this type of city. The city can also be built inside a single, giant ship. If you decide to make only one giant ship, you can fill it with animals of all kinds, so that it resembles noah's ark. , and make buildings hang from trees or wrap around them. You can connect trees with wooden bridges. This city can be quite easy to hide if you use blocks that look like wood or leaves. For extra secret must their citizens wear brown or green leather armor or use brown or Skin. If you want to defend this city, build hideouts for tree archers. Using lava or fire is very constrained, because almost everything in this city is flammable. The best place to build this jungle biome, due to the abundance of trees there, but any kind of forest work. Structure created by the forest city- Based example: Find the generated structure, for example, in a village, fortress or wooded land, and expand it into a city. Sometimes, the structure created may require some changes before residential, because some of the structures created do not have light sources, can have monster spawning or traps, and can even be partially destroyed. Giant City: Make a giant city! Build huge buildings, preferably skyscrapers, and have cane, cactus, and tree farms. To remove it, have the entire population be endermen, and if you have chests enabled, giants. (Be sure to have a high entrance so that your residents can get in and out.) Sky City: Make the city look divine, using quartz, give every citizen elytra that everyone looks like angels and possibly build a city to heaven. You can also make nether city with a few adjustments to make it look like hell, and create a protected portal as a link between cities. Hide-Away City: Create an entire city from blocks that disappear if the player is too far away from it. Examples include chests, shulker boxes, brand frames and banners. It can be expensive, but it is worth to be surprised by the factor when the whole city suddenly appears. Holiday Focus: The city can be built based on a specific holiday or season, such as Christmas or autumn. The whole city can have small ways to remind other players about that particular attention through decorations and city details. Hyrule: Hyrule is the realm of the legend of Zelda video games. It is a fantasy kingdom of medieval style. The technology is not very advanced, and magic is common, so you don't need to use a lot of redstone, and you use command blocks or console commands to give a magic effect. Minecarts could also be used as the main vehicle. The kingdom can be ruled by a single ruler, usually Princess Zelda in games, and there may be some hidden evil, ready to take over the kingdom that needs to be addressed. I - M[edit] Igloo Village: Make the village out of the snow. Packed ice and blue ice can also be used. Using ordinary ice is not recommended, because it will dissolve in light. Make all buildings in the form of a dome, and place snow golems and domesticated wolves around the village for protection. It is very easy for the village to build and collect resources, but it is vulnerable to crowds. If you're using creative mode, the Snowy Kingdom Superflat preset with a few extra snow layers is ideal. Invisible City: Make everything in your city made of glass blocks, glass ice, no doors to your buildings. Build below the grass, snow or any block that already exists. Building an invisible city is quite risky though, as you can not use any lights, so monsters can spawn your city. For this reason, it is best to create this city in peaceful mode or use the /gamerule doDaylightCycle command to always be a day. Industry: Build a city completely around to produce items from raw materials. Modifications are optional, but those with industrial-style machines and textures will be the best. On this subject, you may want to limit the population of citizens, mainly with the possession of workers. You may have many employee activity tracked either through a mod or server rule. Buildings can be a limited number of buildings that are not designed for work. Try to create a gloomy, dirty, polluted feeling around the city as a whole. Large logistics networks should be set up - minecart trains transporting ore from mines to smelters, transporting food from farms to processing plants, etc. You can put protective measures to prevent industrial espionage or theft of goods produced in your city. This kind of city can be quite competitive, trying to resell or accumulate more property than other places. He can be ruled by a mad scientist, a dictator or just a greedy mayor. Impoverished land: Instead of creating luxurious land of wealth, an interesting challenge can be the creation of poor land. Instead of large buildings and roads full of expensive materials, the city can be filled with smaller huts, squeezed into each other and produced with simple resources. The city can be a refreshing build because it moves away from the usual order of most cities. Island: Find the ocean in the middle of nowhere, or just use the water world superflat and reduce the amount of water. Then start building an island or use a natural if you are not a superflat, and make the buildings look like you would see them on an island in a real city. Do not forget to build a port that connects the island with the outside world. If you are creating your own city on a tropical island, including miles of beaches and beautiful scenery, try to imitate palm trees and above all that many tourist hotels. Make buildings in your city beer stands, boilers and snack tables, and make shops. Magic cities sell potions, potion ingredients, enchantment tables, beer mounts, boilers, enchanted armor, bottles o'enchanting, ender chests, and enchanted books. In addition, place ender chests instead of regular chests. Use witches, evokers and illusionative residents to singleplayer for fun, but they will kill you for survival. Create multiple portals and possibly expand the city to the other dimensions. Magic fashion like Thaumcraft, Botania, and Witchcraft work very well on this topic. Vs Normals: Make this city revolves a little around x-men, but you can have either randomly chosen or that citizens have to go to labs/strange place within the city and be given super powers such as elitera enchanted with unbreaking and curse binding, that it will never break and that will never be able to remove it, but it's not all right because other players are trying to kill all the mutants or aid them (this will be many prison breaks) mutants will try and survive you need to mix up the powers and sites. Mario World: Make this city revolve around Mario games and media. Build houses with huge mushrooms to simulate toad houses from games. If you have a roleplay server, you can have each citizen choose a character from the Mario series to depict. Make sure they stay in character, otherwise it can spoil the experience of everyone else. For more Mario-ish experiences, you can't forget Bowser! Get a player (or mob) to be a bowser and take them to any mustache-wearing heroes who travel to their castle. If you play Minecraft nintendo console try to use super mario mashup pack. Maze: Make your city a maze, it is that hard to go without getting lost. Make your town hall/capitol in the middle of your maze city. Having the streets of the city to be narrow and twisted alleys instead of wide and straight boulevards helps, and expanding the city underground can even add a third dimension to the maze. Residential area: Is this city in absolute order, with intricate gears grinding over it. No building can be chaotic in any way, and they are all in mint state. Otherwise, it can follow any other type than those that are inherently chaotic, such as the city of Elven. The government has a very strict hierarchy. Militaristic: Make a huge city surrounded by walls made of a very resilient block (bedrock, obsidian, etc.). Try to make the city as spooky looking as possible, with armor and weapons factories, lots of smog, and some lava if you feel good. Also add TNT guns facing outwards behind the wall, dispensers filled with poison or damaging tipped arrows faced, and armed guards patrolling everywhere. You can also add Iron Golems with some added protection assistance. If you play on the server, you constantly attack and bypass other cities, villages or strongholds. Loot them, and then leave them ruined. Mineral: Create your city using only iron, redstone, lapis lazuli, gold, emerald, diamond, netherite and quartz blocks. But you don't have to use only those blocks. Expand slightly using obsidian, stone, granite, andesite and deorite. Mob City: Creating a city of non-human creatures can add extra creativity to build. The player should find out how animals or other creatures urban environment. Sometimes it requires different space for the city, for example, tunnels, high in the sky or in space or deep under water. It may even be necessary to build a city in a different dimension. Since different crowds live in very different environments, it may be easiest to make an entire city dedicated to only one or two gangs. It can also be designed for only one type of mob (passive, neutral, or hostile). A city with hostile crowds is likely to be a very dangerous place, so it may be a good idea to add a few warning signs outside the city and perhaps even surround it with walls. The needs and desires need to be met by those odd citizens, so the player can put his creativity to the test to meld people's lives of other creatures. Citizens can first be anthropomorphic animals, and in this case you can invite players with animal skins to join, or it can be regular creatures. Modern: Just create your own city as a city you could see in real life today. Make skyscrapers, train stations, apartments, office buildings, cars and more! Movie City: Make a city/city/village based on your favorite movie or movie that you enjoyed in the place. You can also be a place from video games, TV shows or books. Here are some ideas for how you get started: Bricksburg: Everything is awesome here! Place signs everywhere to tell people what and what not to do. Do security cameras keep an eye on everyone, and if citizens see something strange, they should report it right away! Use the LEGO resource pack to make things look as if they're 100% LEGO block. If you really want to get into the spirit of the LEGO Movie, put on a big, black thing that blocks out the sun, with Tentacle Hands Kragle For Sprinklers that freeze players in place, or even everything is awesome! Play all over the city using note blocks! Futurama: Build a city based on the old TV show Futurama! Create a retro-futuristic style and have an old town in the sewer system. Have potion-driven robots (potion driven due to Minecraft's lack of alcohol), flying machines instead of wheeled vehicles (this basically means no minecarts), as well as occasional heads that can be engaged in conversation with players (this can be done using command blocks). Note that this would be designed for older players, as sitcoms can be a bit... Mature. Galaxy Far Away: Make a city based on Star Wars. Have chapters (planets) and recreate scenes from movies. Do death star too and have a war between empire and rebellion. You can even find Star Wars skin and texture packs online! You can also use the lightsaber mod and battle it out. Harry Potter Inspired: Make your own city harry potter themed. Make your own in the village of Diagon Alley, hogsmeade, if you have a bank to make it gringotts, and if you have a school to make it, of course, Hogwarts. Hogwarts add the Black Lake and the Forbidden Forest. Panem: Hunger Games! Games! a city with separate districts for each industry (e.g. mining, wood, processing, fishing) and one rich city where they can manage them. Every time, two people from each district fight to death while a city play watches. Robot City: Don't be confused with the robot city below, this city is based on a robot city from the 2005 film robots. Is a high-end district where residents are rich, famous, and shiny (this can be done by wearing iron armor), and buildings are shiny and futuristic; burning area, where there are many rust spots and the inhabitants are rusty (have players wear colored leather armor to achieve this effect); and a steam district, where some parts are similar to industrial revolution machines, are broken everywhere, and Chop Shop, where players caught sweeping (mine carts), placed on conveyor belt, damaged and eventually burned. Shire: Lord of the Rings fans, you can build your buildings from dirt, grass blocks and entire trees to hobbit-holes! Build either on plains or in the forest. Make sure to add a lot of foliage because, in each movie portrayal, there are flowers all over the place. Make the inside of your Hobbit holes very cozy, but not too complicated. Be sure to make windows and doors round, and the ceilings are low! Small hills are best suited for the construction of hobbit holes. Zootopia: Like Multi-Biome City below, this is based on the film Zootopia. Build areas such as Tundratown, Sahara Square, Little Rodentia, (see Tiny Town) and cetera. Are residents wearing leather based on characters from the movie, maybe even with the potion effect (Jump Boost rabbits like Judy, Slow Sloth like Flash, etc.). Mushroom City: Build your city on top of huge mushrooms associated with bridges and build some houses inside the red huge mushrooms. It works in many biomes, but the best place is this mushroom island biome. Mythical location: A player can recreate a certain place from mythology, book or film series, fairy tale or video games. The city may need to identify a specific biome or area, such as mythical ocean. The data from the source can be carefully added to the city to make other players feel as if they have really stepped into a restored world. A lot of information may have to be imagined by the player, because most fancy sources can not capture the full volume of the details of the worlds they create. N - R[edit] Another world: Metropolis could exist as if in another world or dimension. As such, the city would have elements depending on the special rules of that dimension. For example, the world can have strange gravity, special technology, exist in the clouds or be completely made of sweets. How the city operates in another world dimension with creating a metropolis and adding Creativity. Quiet Place: Make a city with passive gangs. Put quite things like flowers, and make the entire population passive crowd. You can build houses from whatever you want. You can decide whether other players can live there and whether the haircuts are legal. One thing that is illegal, however, is to kill someone in the city. If a player does this, they must find or create a new crowd of the same type. (If you have any wolves and they kill the mob, you still have to find a new replacement.) Taming is legal and endowed with boiled meat, the only legal way to get it. Note: Do not place it near the city where hostile creatures live! Build a high wall, about 4+ blocks high, keep them. In addition to being a wild wolf, the smacker must lead him back into the wild or into a city inhabited by hostile creatures (because it is now a technically hostile gang). It is recommended to divide the quiet place into two parts; one hunter (wild ocelots and wolves) and one gang that never attack (chickens, tame wolves (unless you smack a mob), rabbits, etc.). In this way, you will not have to deal with your inhabitants killed. Pirate Port: Think back to the pirate and sea shanties at the moment, and build from that. Be sure to add ships in the distance, lighthouses, docks, and tavern or two. Add some parrots and dolphins to make the harbor more alive. You can also customize ships with TNT cannons. Pop-up City: Use Redstone to make the city pop up from the ground. Bonus if she backs back to earth! You can stop the interior from collapsing by placing carpets inside. Redstone can be complicated, and the city may seem messy, but it would provide a wonderful surprise for anyone trying to attack you. Rainbow City: This can be done in the sky and should be a lot of different colors, you can also put rainbow bridges to get from one cloud to another. Stained glass works well for this. But for sheep you can be painted in rainbow colors as well or java edition name sheep jeb to make their wool in all rainbow colors. In addition, everyone wears rainbow-colored skins. You may also have everyone wearing painted leather armor, as this can be easier then just by allowing players with colored skins. You have different sections of the city, such as the Red Zone, the green zone, and so on. Rough/1984/Dictatorship City: Your city would be a big and rich place in the middle where people can get something they want pretty for free. A rest of the city would be for the poor. Its inhabitants work very hard for a small salary and are kept carefully, treated like animals, and his children are used as spies, even for their parents. You can even have walls around this part of the city to get people to flee. Because of the more dramatic flair, the spark rebellion in the poor part of the city and watch its dictator overthrow. This type of city would be best designed if you had read George Orwell's book in 1984, so you know what it really has. You have sections that feel old and forgotten, or at least not maintained. Covered towers, blocks, soil and plants can be added to create overgrown or damaged feel in urban areas. The player could also use less light to make the sections look dark. Larger ruins can have holes, missing windows and doors, entrances, blocked piles of debris and blocks that may look like parts of other rubble. Although ruins are usually abandoned, they do not have to be. If the city was destroyed in the event of a disaster, survivors of the disaster can still live in the ruins. You can also fill the city with zombies and skeletons. More of a heavily destroyed city, build a city of any kind of genre to choose from, then use a lot of explosives or fire to destroy most. This city build is just for players wanting to go to a lot of work and then basically destroy it all, even if it looks kind of cool. If you want, you can make this sort of treasure trove or explorable structure. In the ruins you can add chests and secret rooms. Urban properties may hint at why the area is in ruins, such as illness, population shift, disaster or simply poor management. S - U[edit] Dropped: City dwellers may turn out to be a normal-sized player, but the world's scenario as tiny people in a huge world. Part of creating such a city would be to make an area around the city to show how small the city's population is. Plant large jungle or spruce trees all over the city, and spawn giants and huge slimes using commands. You can also build large statues depicting other crowds. Sky: Make a normal city using one of the ideas above (or below), but add something that will make it floating (anti-gravity engine, multiple jet engines, etc.) in the air. Soviet: Center your city around the grand square for the government and build wide roads and tall concrete buildings for the inhabitants of the factory. Always incorporating statues of leadership and pixel art to illustrate the glory of socialism. Your city should also have a wide subway system, as well as parks, sports centers, public baths, and schools, all using one or two materials. On the outskirts of the city there should be large wheat fields and collective farms. Finally, create a system of prisons and work camps for criminals. Space: Create your own city Space! Use layer of 200. It will look like a place at night, because due to the failure the sun will appear in front of the moon. You can add Nether portals to the city as wormholes. To make it more local, you can surround your city with black wool or black terracotta and some floating masses of stone asteroids. You can also create a In your city where there are many small and several larger spaceships, and maybe even use the mod to make these spaceships drive. You can add some moon blocks to stay overnight. You can also build a city ende for a more realistic space, but this will not allow you to build wormholes, because nether portals do not work in the end, and endermen that spawn there will spoil everything you build there, unless you use commands to avoid mob grief. For a cool twist, that areas somewhere in the sky with a global editing tool (such as WorldEdit) act like a planet, and then build your buildings on top! Be sure to have only one building on planet, though, how difficult it is to make multiple buildings on the planet. It is recommended to use bridges or teleportation centers. If you do this, you can even make an end to the stone moon! Spacecraft Peculiarity: The city can, like Venice, Italy, have a special function. Features can include a city that is connected by waterways, such as the aforementioned Venice, be underwater, underground, hanging from some roof, supported on arches and poles above the ground, be filled with either walls, or be deep underground. The installation of such a theme adds a unique element in the metropolis. Spooky: This type of city is possible to build anywhere, but swamps, due to hazy water and dark leaves, are one of the best settings in a city like this. Getting rid of all peaceful crowds can help make the atmosphere scarier. You should use /gamerule doDaylightCycle false, and then set the time at night to look even better if it happens to a full moon or moon. For additional effect, you can also use /weather thunder in a recurring command block to create a persistent thunderstorm. Use dark and disgusty materials for buildings. It's even better if you use stairs and panels to make all look like broken masonry. There may be some cemeteries (with spawning under tombstones if you like), flooded houses, trampled farms, or anything that would make the place look really creepy. You can have dark caves right under the city that produce atmospheric noise, or use command blocks to produce them. Add temples and dungeons, and maybe directly in the middle of the city, you can add Herobrine Castle. If you are ill of building castles, just make a giant statue of him. You can live with hostile crowds (preferably overworld crowds: undead crowds, spiders, and witches), but a completely deserted city can have a terrible atmosphere as well. Steampunk: Use mostly Victorian-style architecture for this type of city. There are many steam engines in

town, and have many factories with lots of croissed and smokestacks. You can use airships for transport. You can even make the city flying and supported by huge fans. Spruce wood and gold blocks also look steampunk-esque. Foreign objects Make your own city hawkins from the TV show Stranger Things: have a forest, a career with giant rocks and a lake, a Byers house, a school, and of course Hawkin's Lab. You can even have a portal to Hawkin's lab Nether, and completely turn the dimension into an upside down. Sunken City: Create a ruined city under water. You can create it in the ancient Greek style if you want it to be Atlantis-like, any style of work. This should probably be done creatively unless you have many potions of water breathing or piping to help you breathe underwater. This type of city will not be uninhabited, except for the sunken. Teeny Town: Make a little, small town Make a complete population blocks small cross and cave spiders, spiders, small and/or small slime, small and/or small magma cubes, and silverfish. Make small houses (you can even think of putting dragon eggs like a roof) from fences, plates, pressure plates, and carpet using fence gates as doors. Use ferns and dead bushes to plant a touch of life. You can also use seedlings, but be sure to put them in flower pots, or they will grow into trees that are too large for a city of this scale, unless you want a giant mahogany forest. If you want to add a touch of Dr. Seuss, place down some alliums to represent the Truffula trees. Don't put it in a tall gang! Tall crowds are crowds that are at least 2 blocks high, and that includes the player. Coincidentally, like Java Edition 1.8, spawn on the seed Tiny Town is perfect for such a city. Forge Microblocks is a great mod to help detail this city. Trap City: Fill your city with traps. You can even make the city itself a giant trap, so it is impossible to escape. Cities: Have two cities side by side. They can be deadly enemies, or enemies, like a rich and poor city, an electric and magical city, an evil and good city, or an elves and a dwarf city. Underground: Build your entire city underground. One way to do this is to create a network of tunnels in which people live. The city can become quite a maze, as if done in this way. You can also build a city in a cave. If you want to do this, you will need to create an artificial cave, because the naturally occurring are too small for the city. An interesting twist is that the buildings hang from the roof of the cave. One way to make a large city is a subterranean city, in a lighting system is to connect daylight sensors to redstone lamps, or if the cave is close to the surface, building a plain skylight of glass. It is also possible to build this city inside the mountain, and if you decide to do so, it is also possible to have windows on some walls. This city may also have several mines in it. The city built underground will be quite easy to defend and even easier to hide, unless you have chosen to build a giant skyglass, because only the entrance will be visible If you want to make the city even more do not place any entrances leading to the surface and make a single entrance through the nether portal. Lava is perfect for an underground city and can be used for both defense and light source. Underwater: This city can be very difficult to build, especially for survival, so it is recommended for experienced builders. Build your city with a giant underwater glass here. Another way to do this is to create many small domes, or otherwise normal, but waterproof houses, associated with clean looking or slide blocks. The food industry should be dominated by markets where fish from local marinas are sold, unless you export terrestrial animals and plants in the city and grow farms. Entrances should be water-resistant, possibly made with doors or trapdoors. It is also possible to make an entrance to the underground tunnel leading to the ground, or a vertical tube with stairs to the inside of sea level. This city should be relatively easy to defend against attackers, assuming that you build deep enough as any potential attacker will need potions of water breathing just to achieve it. Unstable: Easily destroy the nature of certain blocks such as TNT or flammable blocks would make the city built from such blocks cheerful. Global backups can be created so that the city can be destroyed for player entertainment. Upside Down: Forget logic! Make your city upside down! Make a giant ceiling, then build buildings literally from top to bottom. Have all the decorations, such as chairs, tables, or TVs upside down. As for roads, you can use the buildings above hanging bridges to connect, or you can use the railway system. If you can customize creatures inside your down houses you can rename them with dinnerbone name-tag and they will be upside down! For help, look for the invert shade. Watch out, it's crazy upside down! Utopia / Amaunot Opposite 1984 City! Create a square formation, with wide streets. Do all houses have flat roofs and equally enough to make the side of the street look like one house, with lush, fruitful gardens behind each house. Strengthen the city with walls that should not have ditches filled with cactus. Divide the city into four parts, with the middle of the market. Are places outside the city slaughter animals and washing. If meeting rooms equally apart on the streets, with different names for each of them. Have four hospitals outside the city walls, one on both sides, to care for injured or sick people. It is suggested that one reads Saint Sir Thomas More's Utopia to better understand how the city is run. V - Z[edit] Venice: Make your city have water channels or lava roads. Add bridges as well. Boats can be used for transport, but do not use boats lava, or they will be burned. In addition, if you use lava, you should not use flammable substances in buildings. Vertical: Create a huge tower from any You want to. Then use ladders or pastes to travel around the city and make buildings stick out of the tower. Make this tower very tall and wide. You can also build this city underground, on a rock or on the side of a hole. Void: Create a superflat world with a void advance, then build a city as you normally would, but with buildings floating through the void. Due to the lack of natural resources in void superflat, this city must be built creatively. Such a city will be a dangerous place to live, because there is a constant danger of getting into the void. Transport[edit] you need a mode of transport so that your city can travel. Here are some ideas: If creative, you can make the TNT launcher series work as elevators at a higher level in your city (don't forget to do it with bedrock or obsidian). Boats: If your metropolis is spread across several islands, then build a boat network. Do ports on each island and make wool pillars in water (buoys) with signs directing people to other ports. You can also have channels, but they can get in the way of your construction. Buses: You can name a horse or pig bus and bus stops along the road. You grab the bus and ride it to the bus stop closest to your destination. Variation: Use command block teleporters, or have mine carts similar to a tram train. Cars using command blocks, you can put minecarts on the usual blocks and drive them like cars. Saddle pigs and horses act like cars as well, and if you have a car mod, you can use that. Command center: High above the city, place the platform with command blocks. These command blocks can teleport the player to a new location with a single click. Select all command blocks with signs. All places marked on this platform should have their own command blocks that teleport the player back to the hub. It's also a fantastic place to place a community end portal, nether portal, elytra launcher, and other contraptions. Elytra: Create some elytra launchers, each with fireworks, and let people fly where they want. Put the launcher in convenient places. You can also have a different transport system (such as Minecarts) to serve your city, but have a central airport where you use elytra to get to other cities. Ferry: If you have plugins or modifications instead of boats you can have a ferry over small/medium oceans. Flying: Warning, it will require either command blocks or administrator. Basically, have air where command blocks and/or administrator will give players creative (or spectator) mode so they can fly from a new airport to another. There must be very good security, or even fewer abuse the abilities of their creative regime. Flying Machine You Can Make a Flying Machine If Use slime block machines, but if you have fashion, you can create more realistic planes/blimps. blimps. Create a station to maintain them. You can create separate horse strips on your knees, can be marked with a slightly different material than your usual roadblock. Your gas stations sell saddles, horse armor, wheat, etc. minecart: you can make a subway or ground rail to get people around. For more information, see Tutorials/Train Station. Set up ticket booths and charge people minecarts when they pay. Also, if you have a mod that adds literal trains (i.e. RailCraft or TrainCraft), you can use them. An interesting tactic to try, if you want to have actual trains, is to automate the ticket collection process and force people to drive trains. An even more interesting way to do this is to have two minecarts be pushed by the furnace minecart and off powered/unpowered rails to create a large and automated system. Plus, you get to brag that you have a steam minecart to use. Note: Assuming that RailCraft is installed, you can make square high-speed and high-speed rail farther to separate the class system in your metropolis. Note: There is a plugin called traincarts. this allows Minecarts to be connected and automated as in real life! Pigs: Pigs can be controlled using carrots on a stick to have cars. You can build an airport or a port. Teleporter: You can now create Redstone chains that activate console commands with command blocks. Create stations with command blocks in them that have a command /tp @p &lt;coordinates&gt; teleport the nearest player to the command block to the specified coordinates. You can also have different chests with ender pearls inside. Walking: The most common way is to walk, so build wide roads from stone and sidewalks from stone slabs or other materials (for more information, see the road section below). Rest stops are optional, but can be useful for players who want to check out or stop without attack for a short time. Buildings and structures [edit] A - D[edit] Acropolis If you have an ancient Greek city, find a mountain, then permeate it with temples and religious complexes. You can create a ruined variation of this modern city as well. Airport build airport and add runway fly planes off. Most major cities should have one. If you have modifications, you can actually make the plane realistically fly. When things you need to have at your airport are the following: Baggage claim: This is where players get their belongings after getting off the flight. You can have chest minecarts constantly go around the little road to simulate conveyor belts, where the luggage is &lt;/coordinates&gt; &lt;/coordinates&gt; Check-in: Where players can check in their luggage and submit their boarding pass. It can be a piece of paper or a gold nugget or something valuable, because air tickets are expensive in real life. Food Court: No one wants to wait for a flight with an empty stomach. Large room with many tables and restaurants with access to food. Think of a good name like When Pigs Fly. Departure/Arrival Gate: Where to wait and board your flight. There are many benches and a desk. (See lessons/furniture furniture types.) Runway and Aircraft: You can use modifications to make aircraft taxi and fly, but you can use command blocks, two aircraft at both the airport of destination and the airport of departure and the third aircraft in the air. Make the team block teleporters players from the first aircraft to air the aircraft and after a few minutes, teleport passengers to the requested destination airport. Build different types of aircraft classes. You can have windows at moving the plane and using pistons to make a flash of wool as if the plane was moving. With slime blocks, you can also make a functional aircraft. You can create copies of real life planes or create something completely new. In a more fantastic world, consider using airships instead of planes. Ender Pearl Launcher: If you know how to make an ender pearl launcher, you can do it and let your citizens travel long distances. Amphitheater Build half the stadium as theaters, like Greece and Rome, and use it to host performances, speeches, and even executions. Be sure to make it from a clean stone material. Amusement park technically, it is not one building, but several buildings. You can build a roller coaster with mine carts and rails, ticket booths and small shops around the park and devil's circle. You can make the park small or large. You can even park a water park! See also Tutorials/ Building a roller coaster for more tips. The apartments build a tall building made of bricks and fill it with rooms with a single bed and a small chest in each. People rent rooms for what you use as currency back their belongings there and sleep. Pet shelter This is for pet owners (e.g. tame cats and dogs) who want to give their pet. Maybe their wolf causes a lot of problems and attacks people randomly. This is where they can take their pets for give away. Have cages and possibly a barnyard for farm animals like horses. These animals are given shelter, food and water before someone comes to get a new pet. You can sell animals at prices or just give them away for free, whoever wants them. There are two options for personalizing your shelter: you can make it kill for free or kill the shelter. It's your decision, but if you make it shelter then you should have some time zone posted at the top of the sign before The building tells visitors how long you keep animals before killing them. You can do this manually, have a room for killing, or perhaps automate it with a red stone, levers, dispensers, and tipped arrows. If it's not killing animals in the shelter then keep the animals until someone gets them. If you do not feel like killing anything, it would be advisable to expand the shelter and add more cages, because the animals will accumulate more if you are not killing them and regaining space. Aquarium Aquarium Is like a zoo for aquatic animals. Build huge glass tanks and fill them with water, corals, aquatic plants and, most importantly, animals like squid and all kinds of fish. You can even have hostile aquatic animals, such as patrons, in the aquarium, but if you have, be careful that they do not attack visitors or other animals. Aqueducts Aqueducts are bridges of water conveyed through gaps such as valleys, rivers or ravine. Not only is this aqueduct supplying your city with water, but you can also have a sea highway. Arcade build a building and make walls from colorful blocks and fill it with fake games made of iron, paintings, and signs. You can even get/make a resource package or use maps that make painting screens look like real games! Archery range a place where people can practice their archery skills. Use target blocks for normal targets, and if you want, you can have crowds riding minecarts moving targets. Area 51 Location for administrators to manage private issues. Make a small building away from the city and hire guards to kill off the invaders. Add lots of rooms for secret projects and make sure there are no windows. Fill the interior with command blocks with attached levers and buttons and useful items. You can use illagers as guards. Arena plvens arena and mob arena in one! You can make it look beautiful-ish on the outside, but inside should be the bedrock. Have torches and glowstone, and mob spawn egg dispensers or mob spawner's for the arena. Restock tools has some lot of temporary weapons to rent an arena shop or whatever you want to call it. Be creative. Armor &amp; Weapons store Use city currency (e.g. emeralds, nether quartz, diamonds) to buy weapons and armor. Army outpost Place where your army is getting here they go to war. It can be built from something strong to keep your army safe. You can keep armor in it until weapons and beds are inside the army. Barracks: A place where soldiers protect your outpost to live. Armor: A place where weapons and armor are stored. It would be building under heavy protection, with chests filled with swords, bows, arrows, and armor, all different tiers. If modifications are installed to New weapons filled chests with them as well. guard tower: put guards here with bows and arrows, swords, and armor kits. Place them near the walls to protect the outpost. Walls: Walls: Your outpost has strong material (such as obsidian) walls that show how malicious intent to get into. For additional protection, you can place security towers nearby to prevent people from scaling the walls. Audience Place for people to gather and watch something like a concert, a speech, etc. It should be able to sit a lot of people. You can help in the town hall. Bank people go here to keep their money. Is a reliable person working there and has vaults deep underground to store their gold and diamonds (you can also use dried kelp blocks to represent banknote stacks). Just let the trusted person and the store owner into it. You can use a piston door on strategies that require a special key (lever) variation: while standing on the chest, use / blockdata ~ ~-1 ~ {Lock:keyname}. Then give the player an item named keyname or what you entered in the team. A more complex version: Do people have a simple account by providing access to an ATM (ender chest). People can also send a request to have a personal vault underground using a book with their name and asked for a combination and putting it in the chest with their belongings, and sending minecart to the main device. Then the owner (with Redstone's knowledge) can create a working vault with a combo lock and message the player once they have finished so that the player can access his vault. NOTE: This method will take a lot of space to create desirable underground (Think Gringotts from Harry Potter!) Bar Make shop that sells only negative effects of potions, such as potions of poison. You can make chairs, beer stands and music blocks or other music generators. This can be combined with a dance floor in that nightclub. If you have IndustrialCraft 2 or GrowthCraft installed, you can instead actually brew drinks at the bar. Batting Cages Make the building out of cobblestones, making it a large size, such as 27 to 27 to 17. Spawn or transport to the structure Ghast. You can pay for making practice to direct ghast fire back to Ghast. When Ghast is killed and the player leaves, spawn another player Ghast. Bookstore Fill the store with bookshelves. Do librarian villagers work there and authors write books and feathers to buy or borrow. In addition to making citizens happy, let them write their books with books and feathers. Breeder Make Industrial Farm and Agricultural premises with chickens, pigs, etc., and, if necessary, kill them for meat. Butcher Shop Make a building with a counter in front having a counter, and the back has a oven to cook meat. Have a butcher villager worker there and sell meat. You may also have hunters go hunting meat butchers, again, just an idea. You can have an automatic oven to cook food when you are there. You need 3 hoppers, 1 oven, 6 (or 3) chests and 2 levers. Cake Create a factory that makes cakes. You can connect it to the bakery. Have chicken, cow, sugar and wheat holding under it, with automated egg, cane and wheat harvesting. Camping somewhere far from your city (ideally far from the rural area), you can make a campsite! The campsite is a place with many sized campsites that customers can set up tents (triangular structures made of wool) on. This is a very good alternative to a large hotel if you want to save time. In each campsite, do not forget to create a fire pit with logs (players who remain should buy magazines from the service or somewhere else), enough space for at least a medium-sized tent. To add a detail, put trees everywhere, as if it were in the forest. Add a gravel road connecting campsites, perhaps a shack for toilets (completely optional), a lake or pond (if you're building water) and a playground. You can even make it to a state or national park if you don't want visitors to cut trees for wood. Capture Flag Arena Is an area of 41 to 20 divided in the middle with a wall using pistons. Add 2 chests with 3 stacks of 20 arrows. In addition, has 3 bows. Have 2 trapped chests with your flag. If someone was shot, they left. Do a dispenser that shoots fireworks connecting both trapped chests. The building is different. This lets people know who won. To do this, you will need some redstone knowledge. You will need 20 wool, 2 dispensers, 20 pistons, 4 trap chests, 4 chests, and a lot of redstone. Or, instead of just shooting people, you may have to kill them to get them. Additionally, because Java Edition 1.8 has banners, you can use those flags. Casinos do a large fancy building with minecart with chest slot machines (minecart, random items out) or pig slot machines (using random pig movements.) Make it from gold and diamonds. Survival make it out of a lot of fancy wool and obsidian. Cemetery Build a cemetery building. You can use iron bars to make a fence, gravestones, and iron the door to enter. Then add inside the tombs. Make tombstones from stone bricks and dig holes under them. If you have access to the world editing tool, you can place a zombie or skeleton spawn under them. You can also expand the cemetery by building an underground crypt. Minecraft-themed stained glass chair church/cathedral is a large building to worship. Add stained glass windows for an old-fashioned look. If you want this building to look like, say, it was built in the 11th century, it is proposed to hide any red stone. You can also put a cross made of gold or on the cathedral (or both) and build a bell tower. Cinema Build a large building with a ticket counter and a hallway leading to the screen Have a food bar selling popcorn (pumpkin seeds) and cola bottles (water or potions). Try using carpet and/or wool if you have a Web Displays or ComputerCraft mod installed, it would be good for the player to start movies over a certain schedule. You can also have actors or pistons and Redstone moving things about. There may be a cake under the monster sound effects seat, or music block circuit or jukebox music. Try to have different types of screen, such as low-end, mid-end high class and (possibly) IMAX (huge proportions!). City/City Hall This is probably the first building players usually make when building a metropolis. Have a huge building for the mayor, mayor's aides, and for certain things (such as law enforcement, health and welfare, ...) A good place to do this is the very heart of your city. In this building you can have an auditorium and city archives. You can even build a huge political complex around it with secret service headquarters, embassy crowds or other cities or servers, and of course parking for everyone. Clothing store Make a lot of leather armor, paint it in custom colors, and put it in armor stands for people to buy/ trade. You can organize by color, arrange it in outfits, or in any other way you come up with. You can also sell other types of armor. To look extra authentic, either put armor on armor stands, or add patterns to tempt skeletons or zombies into a glass case and give it armor. If you are in creative mode, you can put a person's head, too, to make them look more like people. (If you use the latter, you must give them name tags so that they don't waste.) Make sure that the people who are in your city can't release monsters. To ensure additional safety, you can use barricades instead of glass. Cobblestone Plant Make a Factory That Produces Cobbstone under Thousands! Department Store/Mall Make a huge building with many floors that sell different items. Do the shops for blocks, armor, food and crowds, etc., for different prices on the floor. In different prices on the floor. Building reach a well mall to be: Building Shop: This store sells common and exotic building materials such as stone, stone, brick blocks, glass, glass panels, nether bricks, obsidian, wood, planks and bookshelves. Daycare: When younger users' parents sign out, send kids to daycare! You can build it from something beautiful and place things that you can find in daycare: beds, chest filled with toys, with food in the chest, and optionally painting and jukebox. You can create daycare for baby animals and villagers (although it will be difficult to get villagers' children to settle down). Make sure you have a lot of light! DIY (Do-it-yourself) Shop: A place where you can buy things that are DIY related. You can have sets to build any type golem, materials create your own thing in your home, and you should be allowed to order things too. A store that sells only potions with positive effects, especially potions for healing, as well as milk to cure negative effects. Enchantments Shop: A place where you pay someone to snack on your tools/weapons/armor. A good idea would be to hook this up xp farm. Exotic Shop: This store sells items that are a little harder to find such as glowstone, lapis lazuli, blaze rods, ender pearls, gold nuggets, apples, golden apples, music discs and eyes ender. Food Market: A place where you can buy any kind of food. Forge: Charge people with a craft tool or smelt block. Furniture store: a place that sells furniture like tables (pistons), chairs (stairs), chess tables, showers, and build ones in your home! Garden Shop: This shop will sell flowers, flower pots, seedlings, bone flour, water buckets, dirt, grass blocks, sand, cactus, nether warts, seeds of all varieties, melon, pumpkin, kines, red and brown mushrooms, lily pads, vines, cane and other farming resources that exist. Fast Food Store: A fast food store will sell cake, biscuits, cake and hamburgers (steak + 2 bread). Make sure no healthy food goes! Local Shop: Sells everything but fast food (cake or cookies, maybe pumpkin pie). You can also sell tools and armor, but probably nothing past iron. (This store may also have a higher price than specialized stores.) Music Shop: Sell raw music discs and jukeboxes at a high price. Potions Shop: A place where you can buy all kinds of potions. Redstone Outlet: A store that sells everything you do with Redstone. Are some examples of redstone going underground like a piston lift, a piston clock or an automatic farm/cobbled generator. Restaurant: Sell water and milk for drinks and several types of foods. Customers should be able to order food. Build blocks above the front counter with signs on them saying that food and beverage customers can buy and price. Put wooden stairs for chairs on both sides of the fence record with a pressure plate on the table. A plunger with a redstone flashlight can also be used as a table. There may be chests behind the counter to store things. You can hire people to work in a restaurant behind the counter, or creative administrators can run it. Just in case the food runs out, there should be a counter for the kitchen with even more chests of raw food and ingredients and an endless water source, with plenty of ovens and carbon to cook food. Also should be created tables cake and biscuits and bread and such. When the food is cooked, it should be moved to the chests behind the counter. There should be no regular chests, only large chests. If you are really ambitious, you can All there: Use minecarts with chests to send food from an automatic farm counter, and all this will come to one collection point. Scrap Shop: Where players trade matters Armor, damaged tools and blocks they do not use, then the owner sells them to people who can not afford the entire class armor. Dump the place all your garbage, place double chests in a small shack inside the dump where you can store your old tools and garbage, and add space to put your useless blocks. And when it absolutely has employees to collect blocks and make them into something new or just throw blocks of lava pit. Help a few citizens around the city to give there old, useless garbage. If you have mods such as Tinkers Construct or Redstone Factories or factories or stores. Dungeon Arena dungeon that player goes to fight hostile crowds. You can go to Nether and kill Nether Mobs and Wither to find the dungeon, a bunker that contains a prize and portal back to the end of Overworld. Inspired by Tales 'Em All On in Zelda Legend: Ghost Songs. E - H[edit] Editorial Place, where people create several book guides, tips, crafting recipes, etc. Embassy of other peoples voices heard! Create offices that represent another server, a nearby city, or even crowds, such as villagers, creepers (build their walls from obsidiano, whether they blow up the rest of the city) or endermen! Also, do not forget to build them near your town hall. Enderman Art Show Putendemen in blocks they can pick up in the room. After a certain number of days, see how they changed it! Players can wager on certain blocks being moved. Make sure the inendermen are kept in a glass cage, though, or players can look at them and make the police come! Make room from the bedrock, as endermen can not teleport through them, and glass only 2 blocks high, as endermen can not teleport blocks that are shorter than them. Also remember that Endermen can despawn over time unless they are named renamed enderman spawn tags? Execution zone- If someone cheats or grieves, then you can put them on trial and, if they are found guilty, exile them, that they fight in the arena, or publicly carry out the death penalty in this place (Most meaningful if it's a dictatorship or a medieval-themed.) Fire Griefing Protection is the first and last, but your timber structures need a plan B. Fill the house with buckets of water, lots of splashes and protracted water bottles, armor, enchanted in fire protection, as well as potions of fire resistance, and horses ready to move at maximum speed. If your city has a minecart network or a network of channels, you can use minecarts or boats instead. As an additional tool, you can have a button in all homes to call the fire department associated with Redstone. In the fire department, you can have a redstone flashlight wall that matches the city's buildings, so some press the fire button, the corresponding flashlight will turn off. Another way is to fire a flashlight over Redstone connections to the city's buildings, which will flood the house with a water button. It's not a very good idea because it will wash away all the most redstone and finishing blocks, but it will save your city from burning to the ground. Fountain – Aesthetic addition in any city. Very customizable, with many unique designs. Fountains can be used as a decoration, roads, paths, buildings, etc. Garden Make a large grass area in the center of the city full of trees, flowers and high grass. Use street lights on the road to make a hostile spawn. If you feel creative, build a lookout tower with a spiraling staircase to the top, which has a view of the entire city. You can also add attractions such as caves filled with ore and for people for the excursion. Be creative with it, but don't go too far. Gas station Place buy minecarts, carrots on sticks, and snacks. Make a duty that players have to show what they are doing. Pay 1 emerald for 64 items or if you are very greedy, get 32. Create pumps where you can get food for horses, pigs, etc. (for transportation). This could be further enhanced with the car mod. For additional décor, you can even park a car wash at a gas station! Glass Factory Large Room with small rooms with many furnaces and glass making workers, you can also perform automatic glass production with chests, hoppers and stoves. Great Outer-Tier: This should be built at the very bottom of the city. Add many refineries, refineries, et cetera. This place is likely to be highly contaminated and may have a large number of workers. Add large disposal pipes that displace waste or slag (unwanted debris like fused stone) or out of the city or into lava pools and fires or combustion plants. Create large disposal furnaces where you can burn waste (or carry players). The gym is here to work. Do practice in the fighting field and parkour challenge. You can connect it to the pool and other areas. Hairdresser Make a place with chests and fill them with hairdresser tools, such as swords or scissors scissors, water bottles as a hair gel, etc. Use wool to make chairs and make people working there wear hairdressing suits. Add glass-like mirrors so people can see how they look, and black painted armor (or any color) like capes that keep their clothes getting hairy. Hall Crafting Create a large building with screens by processing recipes. After the introduction of the recipe book, this building serves very little practical purpose. The portport can be built only if your city is near the ocean or river. This will be useful if your city is spread across several islands. Craft boats and build ships. Charge to rent a canoe or boat and for if it breaks down. You can also have a fishing area with shops selling fish and fishing rods. Hardware Store Store large building and fill it with hardware materials such as wooden boards (all colors), stones, stones, etc. make shelves high and use ladders to get to them easily. Have a lot of check-outs with people to crew them. Highway System Make a Highway System in Your City! Make exits and entrances to the highway. If your city is large, you can make several highways on the roads around your city and you can connect them with each other. They can also be used to connect two or more cities. The Beltway would be useful for surfing around the outskirts of the city. You can even dig a long tunnel under the city center. Hospital Place where you can take care of injured players. Make a large house with a red cross on it, and fill it with beds, healing drinks, surgical rooms, and so on. Hire doctors and get them to wear nurse and surgeon skin. You can even sleep in one of the beds there, and you will wake up peacefully after a bad episode. This is likely to be the most visited building in your city, so you may want to hire security to take care of griefers and troublemakers. Hotel Where players can sleep, among others. Make it as luxurious as possible - no one wants to sleep in a gloomy motel, unless it's very cheap. Food Bar: Where hungry players can get something to eat. Do not forget to have both fast food and healthy food. If you want, you can have Daily Food or Weekly Food, and maybe specialties for different times. This is an example of a hotel room in Minecraft, quite small. It has two beds, an iron door with a button and several other accessories. Rooms: Of course, hotel rooms! Put in the dresser (see Lessons / Furniture, how to do it), chests for guests to put their luggage, TV, some sofas, perhaps the bathroom, and, never forget, beds. Attach the iron door to the entrance and put the cobbled walls around it with a stone button so players can access the room with authority. However, if you want more privacy in the rooms, consider using dark oak, fir or birch doors instead because they don't have windows in them. Do not forget to put an obvious button, lever or pressure plate inside the room, or players will not be able to get out without authority. You can also add pretty lighting by adding redstone lamps instead of flashlights or jack o'lanterns. Pool and spa: Where players of all ages can go have a good time. For the pool, do not forget to have a shallow end (players can touch the ground without interfering under water), disembarking (where the water gets deeper), and deep at the end (not for heart weakness or poor swimmers). For a jacuzzi, do not forget to have a seat along the edge and water without a current. This is where players can go relax. For a more realistic hot tub, place the soul at the bottom of the sand pool, so creates bubble columns Minecart With Chest: Some players players carry your luggage all the way to their rooms, but others, with others don't want to pull their luggage around. Place several mine carts with chests between the 2 entrances of the hotel. Do the authority to send minecart that leads to your room out. After all, only they know which minecart leads to your room. Stairs: Making stairs leads to the floor. You can make simple stairs, or you can make a fancy spiral staircase. Make sure to add handrails - the last thing you want your first customer to be your last customer since crashing into their death in a hotel! Elevators: If you are an older user don't want to use the stairs, you can just hop into the elevator. This can be a series of pistons, for example, so the only walk you will have to do is from one piston to another. I - M[edit] Ice Rink It's best built using creative mode unless you're willing to spend a lot of experience trying to get silk touch on pickaxe. Place packed ice or blue ice on the ground inside the building and skate around it. Using normal ice is not recommended, because it easily dissolves. Have contests to see who can skate fastest or spin the longest. Incineration plant Create a camera opened in front, and add lava at the top, or light netherrack at the bottom, then allow citizens to throw their unwanted objects into so they can be burned. Best for highly polluted areas such as landfills and production areas. Have a room extra realism, you can add a chimney with a scrap near the top so that the smoke comes out. Inn It is best to be built using creative mode. It has an elevator, rooms, bathrooms, lobby, even various rooms. Make sure you have a few chests, stoves, a refrigerator, crafting a table, and maybe even other items. Use this for passers-by who stay at night. Prison When people break the rules, send them to jail. Create a large number of cells inside a large building and lock people inside. Make sure your administrator changes them to adventure mode so they can't get out. Using bedrock or obsidian walls is also a good way to prevent people from escaping. Another way is to put lava inside the walls, so if the prisoner tries to dig, the lava will flow on them, killing them. If you don't want a prison, you can target people, not if you use money, or run them. Lighthouse Build a tall tower with a light source at the top serve as a navigation aid for players. Most modern lighthouses are automated and unmanned, and are not likely to have much interior space, but older lighthouses usually have enough space inside to accommodate lighthouse keepers. Lodestone Place, where players can adjust their compasses with lodestone so that they Easily find your way back to the city if they leave. Lodestone may be free to use, or you may have a usage fee. If you are building your city in Nether or End, this building is because compasses can not work without lodestones of these dimensions. Nether or End, it might be a good idea to put a lodestone next to the return portal. Labyrinth mainly for people who get bored. This can be used for prizes. It should be made of mainly materials, which are difficult to break, like obsidian. Memorial What better to express yourself than to create a giant statue/building in your favorite of Minecraft things. Do you show off your favorite Pokemon? Make a larger-than-life version of Pikachu! Or how about a huge statue of your skin? You can create a lifelike or smaller monument if you want to pay respects to all the villages that got turned. Just double check where you put your building entrances. My More Than Building Service. Build a ladder up to layer 12 and let people have easy access to ore. They can extend it and you can block some caves and ravine. Destroy the spawning dungeons and rule for the first tree, first ordered by the policy. You can also use a deep, natural cave mine if you find a good one. Remember that you can't make any mines if you play superflat unless you customize it in some ways. A good way of mine is to branch mine. It is effective, safe and useful. Recommended in extreme hills due to emeralds. It might be a good idea to build this near a surface smelter or refinery. How to start a branch mine: 1. Dig a 3×3 stairs or going straight down). 2. Find out what level you want miners to dig. 3. Digging a 3×3 tunnel connected to the end of your staircase may be switched off from either side(s). 4. Dig 1×2 tunnels for your 3×3 tunnel for your miners to use (Optional: Pre-mine for some tunnels). 5. Continue your 3×3 tunnel as much as you want, and add as many 1×2 tunnels as you want. Museum Make a hat art museum to show every painting of the game. You can also create pixel art and statues with blocks and put them in your museum. You can also create a historical museum with the history of your city, a museum showing each block of the game, or reconstruct fossils and Nether fossils with bone blocks. N - R[edit] observatory Make a small-sized building (maybe 5×5×5) with a ladder in the middle and fences on the roof to stop people getting hurt falling. Use to see the stars and the moon and the sun. Remind players to move to a distant rendering distance! Palace Server Creator place dedicated to strengthening your power and residence. Usually not used humble. It can have a personal tower with city views. Parking adge fence notices in front of shops and other buildings where players can leash their mounts. If the city has a community building, you can have players' boat docks. Parkour Make Your Own and start creating parkour stages. Be sure to include players as a way to get back to the starting point if they fail to jump. Jump. If the world will become a democracy, create a Parliament, Congress or the National Assembly where players can meet and discuss issues and vote on national issues. Make unicameral or bicameral, for example, maybe the House of Representatives, which is popularly elected on the server and the senior chamber that is elected by players' interest groups (for example, miners elected representative, doctors elect one, Farmers elect their own, too). In a pet shop here, you can sell wolves, parrots and stray cats. They are sold untamed, and then the buyer can tame them if they want. Smacking wolves is forbidden and anyone who will be sent to prison or possibly be killed by wolves they have suffered. You can sell all chests with dog food (rotten flesh and bones), bird food (seeds of all kinds) and cat food (green fish). If you want, you can even sell spawn eggs (beware with enemies) and golems (iron and snow). Do not forget to keep pets in cages and optionally have a home delivery service. Be careful how wild ocelots will drown. Pig Racing Stadium have a rectangular arena and racers who carrot on sticks. Look who can get to the finish first! See the racing referee section of the teams block tutorial, multiplayer program section. Players can wager on what the pig they think will win and prizes will be given to winning drivers and their pigs (some form of money and wheat, respectively). Police Station Make the building for administrators and iron golems to work. When grief or monster appears in the city, send administrators or iron golems to work without the button of jail. Portal Stations Place stations all over your city (depending on size) so your residents can easily travel to the end and Nether. You can decorate the station with a rear stone and/or netherrack so that you can touch the cooler. Note that you can not create an end portal in survival mode without fashion or cheats. Post Office make a large building with a main table and keep to the side, which sells paper, ink bags and feathers. Hire people to be mail carriers that carry emails to other users. Users can (for a fee) write messages and send items to other users. You can also make chests on fence messages be mailboxes. Power plant - A large factory-like building, which can be of different types, used to create energy, possibly in the form of a redstone signal. You can also have power lines made of tripwire running from the factory. Nuclear - use gray blocks to imitate uranium or use molds to add actual uranium. Add large exhaust towers with masses of smoke generators inside. Remember that it and block all griefers. You can use command blocks to make wither status effect for anyone who comes too close to the reactor to simulate radiation exposure. Hydro - Create a dam near a large reservoir. Fire - Use large fires and use wood to curate them. curate. Also. Mob - Put caught gangs in glass cages to use as a kind of fuel or suffocating, physically killing them, or dropping gravel or prievlong from above. Add fires where drops will go so that they are a kind of fuel. Solar - Use many daylight sensors to create energy. Microwave-The same as the sun, but place daylight sensors on the space station, which is shining down with beacons. Hydrobeams-Put patrons in a large glass tank and spawn squid with admin using spawn eggs or a command block. Use beams they create to kill the squid power of your city. Wind- Build a lot of wind turbines in a fairly open area. Radar Center Build Is a lot of giant satellite antennas and control centers. Make sure to put a map into it to detect attacks, mines, etc. refinery/smelter build the building and add a lot of lava farm and furnaces. Clothing brought from mines may be fused and brought to silos or plants for storage or use. Repair shop Make shop, which repairs items for players, for a fee. You have a lot of hives. The restaurant sells water and milk for drinks and all kinds of foods. You should be able to order food. Build blocks above the front counter with signs on them saying food and drink can buy and price. Insert wooden stairs for chairs on both sides of the fence record with a pressure plate on the table. The plunger with a redstone flashlight under it is another table. There may be chests behind the counter, you can hire people to work in a restaurant behind the counter, or administrators creatively could run it. Make sure to fill the breasts with food and buckets of water or milk. Just in case the food runs out, there should be a counter for the kitchen with even more chests of raw food and ingredients and endless water, with a bunch of stoves and carbon to cook in the food room, and when processing tables of cake and biscuits and bread and such, then when the food is cooked it is moved to the counters, there should be no regular chests, just a large chest. Whether you are really ambitious, you can automate everything the. Use minecarts with chests to send food to the counter, and an automatic farm where it all comes to one collection point. In cities in which zombies live, put a bunch of Redstone chat that can drop villagers so zombies can eat them. S - U[edit] School Do teach players about construction, mining, craft, beer, enchanting, combat, and Redstone. Make a building (the size depends on the type of school - for example, the elementary school would be small (20-50 blocks), and the college would be much, much larger (150-300 blocks) and fill it with tables, chests with textbooks on them, a teacher's desk with apples, feathers, or something related Frame. You can have a variety of rooms at school. For example: classrooms: where pupils will learn. You can teach science, social studies, art and crafts, magic, etc. put tables, chairs, teacher's table, chests with textbooks (written books), and a board (black wool or black terracotta, or use dispensers if you are education edition). Perhaps the teacher may have a stack of signs and could use them to write on the board, placing marks on it and entering information. Detention Center: If students are naughty at school, or violate the rules, they go into detention! Detention can be anything from sitting there to thinking about what you've done in an extra home. If students are incredibly naughty, they can get suspended or even expelled! It's not the room you want to go to. Cafe: After many long school hours, this is where children can go grab some grub. You may have a menu. Maybe kids need to spend lunch

money for lunch, food can be free, or students can bring their lunch. Make sure that no poisonous food gets in. Nurse's Office: If your students are sick (have a negative impact, possibly an incident during a magic class), send them here! The nurse may be able to detect the problem and give them the medicine. It can also prescribe a recipe (for example, do not eat spider eyes). Be sure to add lots of milk, healing potions, regeneration potions, and cookies when children feel better! Halls: Finally, halls. It can be a simple corridor, or it can be a large, bustling corridor. Don't forget the cabinets! An example of the cabinet is iron blocks rectangular with iron doors and chests inside to lighten your load. Science Lab Create a place to test potions and create new inventions. Don't forget these supplies: The construction of the Senate is a place for all territorial leaders to convene to change their world and let their voices be heard. Allows for elections, mutual improvements and messages on the server, which usually the embassy can't install, among other things. Be sure to make sure that it stands out from the rest of the village. Sewer no one throws drink their filth, so sewers underground that tie all the houses and buildings. You can have a flow of sewers to a sewage treatment plant, unless you create a medieval city, so dirty water can be cleaned. Use moss stones or moss stone bricks as walls and add water flow. Do not forget to illuminate it, otherwise the sewers will become an underground. You can also use drains as a secret mode of transport and hide entrances in important buildings. Silo build a large warehouse-like building and add ladders and chests for you to store production from factories and I can double as a waste store in an incineration plant or smuggle destruction facility. The ski hill build roads down mountains and hills. Different roads may seem to have difficulties based on the slope of the hill, the slope, the and twists. Spruce trees, chairlifts, ramps, cabins, and snowmen all make great decorations for the trail. Skyscraper Build an incredibly tall building made of stone or stone-related blocks (or some similar blocks) and has many windows. You can add a plunger lift, which allows players to choose which floor to visit. Super-tall skyscrapers If you create a superflat for your city, you can create very tall skyscrapers. If each floor of the building is 3 blocks high (including the floor), you may need up to 85 storeys. If you reach a mod that allows, your skyscraper can go above layer 256 and make it even taller. Make a floor plan, for example: Ground Floor: Lobby floors from 1 to 5: Mall / Shopping Center Flooring 6 to 20: Office floors 21-40: Apartment floor 41 to 61: Hotels Floor 62: Observatory You can add mechanical floor intervals that include something like a control room that controls the Redstone signal in the building. Slaughterhouse Build a medium-sized building where unwanted animals are forced to drown or burn (not with lava though) or what suits you. Collect your drops and give them to meat and/or wool stores. Note: Do not build this if your city is a quiet place. A space station you can build a place either on the ground, or just under the limit of build, or at the end, or if you have a mod, such as Galacticraft, that can see the sun and moon crash with a mod. You can use the TNT cannon to face up to propel you to infinity and beyond! Remember that land control and all other things. You can create a fake moon from the end of the stone and add slime like aliens. Make it very futuristic and has a lot of Redstone. You can create two: one in space and one on the ground. You need to hire astronauts. Create a rocket to explore the universe. Specially themed inn similar to the usual inn, but themed in a particular city, server, bloke or even mod! Create small copies of famous landmarks to make your hotel look like any famous city you choose. Use various materials for various landmarks, such as using diamond blocks to make the Statue of Liberty if your hotel is themed in New York. If your inn is themed a certain block to keep your inn completely out of this block (except for doors, windows, beds, etc.)! Stadium Have a large stadium where players can compete in sports such as spleen and paintball. Add a lot of seats people can sit and watch. For additional fun, install some modifications that add options for sports (i.e. paintball, as mentioned above). Observation room/security office Get somewhere to explore the whole city with a large map. Then insert the map into the item frame, and you See where the other players are! Tip: Hide this room. Example of a suspension bridge. Example. the same bridge at night. Tattoo shop is a place where you can change your skin. (Note: Only console edition is available.) Temple Although it may look similar to the church, it is not the same. You can make a humongous temple, or a little small temple of sandstone size well. You can have a training field of magic (if necessary), a way to donate, table, lava, abyss pit, etc. in addition, make sure that the temple makes sense; for example, put the god of shadows underground and the god of time and space with the rear stone, portals and other mysterious things. Collect players to be priests or spawn internal clergy and give them cows and pigs to donate. Or, if you are a little more cruel, and if you have captured players/criminals, you can donate them to the gods. You can also create a temple after a real-life religious building, such as a mosque. TP Hub: Use command blocks with the /tp command [coordinates] to make the TP pool travel quickly. The cheap alternative to that massive minecart rail system. Railway Station (Life Size) If you want to build a railway station with trains about the size of the real world, not minecarts, it will help. Make sure the trains are large enough for players to walk around them, but not so big as not to seem right (train carriages 5-6 blocks wide are probably the best option). For a small station, you can simply build platforms near the tracks (make sure they are far enough so that the train doesn't look it), patronage benches, vending machines, trolley ramps, a small single-level parking lot, and an automatic ticket machine. If you want, you can have the tracks the platform is next may be an offshoot so that trains can not stop at the station can pass. For large stations, feel free to take inspiration from large stations in the real world (e.g; Chicago Union Station or New York's Grand Central Station). Be sure to add a lot of tracks and platforms (maybe with a large cupboard covering them all), fast food restaurants, small shops, escalators, elevators, ticket stalls, bathrooms, the center behind the bus/tram and taxi road, and a large, maybe stacked, parking lot. Tropical Island A great holiday destination, which requires only a boat dock or a bridge to the mainland. Decorations can add to the holiday with a feeling of tropical trees and beaches filled with tourist items. The TV studio is pointless, but it gives people something to do, such as filming soap operas or winning gold and diamond game shows. Hire directors, producers, actors and actresses, TV show sets, pretend radios, a lot of fun for players on the server. Upgrade the store to a place where people can upgrade their tools or armor at a price that depends on what level of armor you upgrade from. W - A tall wall made of wood and stone keeps your city protected from hostile gangs and players from the city. The walls should be tall and made of solid materials, such as stone. Walls should have gates that can be closed if the city is attacked. For more tips on building walls, see Tutorials/Defense/Walls. Water Tower Tall building with a reservoir filled with drinking water on top. Since water towers are usually very tall, there may also be a observation deck at the top. Water treatment plants Make all your city waste and drains. Wood Factory Place with a room full of trees, and above the glass ceiling grow, as well as many axes and bone flour. You can be creative and make redstone mechanisms. (If you have a forestry mode installed, you can set multiple farms as another option.) Zelda Dungeon Resembles dungeon arena, except for more puzzles falling with less actual monsters. Works best with Zelda's theme. Zoo try to get one from each crowd in the chamber where players can look at them. You can make mini biomes like a mob at home. Be careful with hostile crowds because they can disappoint or escape and hurt players. In addition, remember that spiders can climb walls. Optionally, you can put only passive crowds on the screen, or put the title words in a hostile crowd. You can have enrichment to show mob nature behavior, such as areas of dolphins jumping between bodies of water, prey animals for fox pounce, or flowers for bees to pollinate. Government[edit] Note: If you don't want to have a prison, you can free citizens who break the rules (Only if you use money). If you're not using money, you can use server insurance. Government Buildings[edit] Note: Government buildings are much more useful in multiplayer, but if you want, you can build it in Singleplayer. City/Town Hall Have a huge building for the mayor, mayor's aides, and the people building (such as law enforcement, health and welfare, urban expansion, etc.) you can even build a huge political complex around it with secret service headquarters, embassy crowds or other cities or servers, and of course parking for everyone. Embassies Make Other People/Mobs Voices/Sounds Heard! Think pigs have a bad ridden all over the place? Setting up a pig embassy with other pig lovers to persuade the government to stop the abuse. You can also create embassies for servers or modifications. Parliament If you decide to turn your world into democracy, create a Parliament, Congress or the National Assembly where players can meet and discuss issues and vote on national issues. Make unicameral or bicameral. For example, perhaps the House of Representatives, which is popularly elected on the server, and the senior chamber, which are elected by player interest groups Miners collect a representative, doctors collect and one, Farmers also choose both their own and miners. House of Representatives / National Embassy Tai Tai that allows the leaders and operators of different political groups to discuss and solve server problems. Have government embassies at each faction base. This is perfect if you have several cities, because can be the capital and every city can express their concern and ask for help. Treasury/National Bank has valuables or currencies for the government. This may be similar to Fort Knox. It could also be warehouses used in the communism system. The palace here is home to a leader, such as a king or president, or a server developer. If you want, you can draw inspiration from the palace of the real world. Government System[edit] Note: Government systems are only possible in multiplayer. If you are a singleplayer, these ideas can be useless. Authorities include: TimJanism (TimJan ideal city): Material economy, gold ingots are recommended because they don't have many uses, such as diamonds have. This will allow no one to create more just print and thus make money safer and that will allow investors and businesses to thrive. A free market controlled by no single person or entity. As a result, the market will adapt to inflation and prices will steadily fall (relatively because the cheapest option is the only one that will survive (how to make money). This will also make money ever rich, because, for example, better housing will be available even to those who have limited economic opportunities, because products with the highest quality and lowest prices are the ones that will survive and be bought. There is a president who makes everyday decisions, but when the decision involves a lot of money for public votes, every vote is treated equally. There are public mines and farms that can be used, but you will have to pay a little government, this money will only be used in the public interest, for example, roads. There are institutes of public military, police and justice, as well as organized infrastructure and urban planning. All legislative changes are voted by the people. Except that there is no government. Republic: The democratic style of government in which presidential elections take place. The power of rights, which is the judicial system. They order arrest warrants and control grief and attack as soon as they spawn. Power of choice: responsible for the president's choice. Bank branch: This is the bank that manages the city's economy. Magna Carta: A system much like the government practiced English during the late Medieval period. There is one king, that king makes all the decisions. He must stick to the document, much like the real-life Magna Carta. If the king does not follow the rules, one of the noblemen takes his place. Panzerwar cross between crime city and dictatorship. The army usually flees around the killing of potential criminals. In addition, there are likely to be many riots, murders and executions. It is likely that and the regime will soon change all the time when the current dictator will be overthrown, and expects there will be some honest wars when the ruler makes enemies. It is likely that the likelihood of a civil war. Plutocracy: Special perks for the rich, and the poor fail to heal well if you are a leader, reward the richest server members with more wealth. If someone has little money, force them to work. Everything is expensive. If a rich player becomes poor, they join many other poor on the outskirts of the city, where they are forced to work. High Wealthy enjoy the lives of the luxuries and the poor... not so much. People with more than a certain amount of money (like ≥5 diamonds) live in a palace and don't work. The poor are slaves and are forced to work in mines or other dirty workplaces, and sent to prison if they show that the system does not like it. Warning: Prisons may overflow under this system, given that many people will hate this system. Warning: Often rebellion will take place; Make sure you have a loyal, committed, and powerful army. Clan Battle has groups together by a clan leader, ideally with the same color of skin or types. Lickers at war with other clans in sight! The leader of the clan can be dethroned stronger, and battles will be held to see who is the strongest. End of Minecraft: It's the same as anarchy, but with a few tweaks. Griefing is not allowed. Keep all hostile gangs away from the city. Recommended after apocalyptic cities. Each player for yourself, unless an important event (such as mob raids or war). Crime City Strictly enforced rules for police and administrators. Any caught the person who has made the person will be sent in half and everyone else lives on the other side of the city. Separated well. Poorer people have to live close to the border, and upper-class people get to live in a nicer part of the city from the border. Note: If you think you put too much work into your city to bring riots, crime and grief on one side, the government style is not ideal. Things City Lord is a group of three people who can create with whatever they want. Everyone else in the city can build with only one material, depending on where they live. It's only good if it's creative on the outside of some materials. Some non-creative materials can be dirt, stone and all kinds of wood. Feudal system There is one ruler, they control everything. There are 9 any number of lords that rule smaller sections. Each area of the Lord is divided into nine divisions, each of which is ruled by a knight who owns one or two villages. Anyone who manages a smaller section depends on the people who manage larger sections. Constitutional technocracy Note: Like communism, it requires a high level of initial investment in technology. The map is divided into public, private and free zones. In free zones, the only rule is No explosions. Free zone blocks cannot be broken by TNT, creepers, etc. Private zones are regions where you can edit, embed and break blocks, use TNT, etc. Public spaces are supervised by dedicated administrators and special server rules. In public spaces there are resource production facilities, such as stoned players, torches, etc., which are free for everyone to work. These devices are outnumbered by walls that can be made by continuous server rules. Access to public infrastructure is free of charge; but access also limits the own and deprives most user privileges, such as the right to out blocks. (Only the rights required to use this option remain available to the user.) In order for most of their privileges to be restored and leave the device, the user needs to do something to refund all the costs they have incurred when using the devices. (For example, if a person harvests 45 carrots by breaking 20 carrot plants on a public carrot farm, he must pay 20 carrots back to the object by planting carrots on farmland somewhere on the farm. If they cut the tree, they need to plant a new one. They only keep their profits. Until they pay, users will be prevented by server rules to perform basic tasks such as placing blocks, opening gates, etc.) Even if the person manages to escape the device, they will not be able to do much anything; this will deter people from trying to cheat the system. The premises will be divided into pieces and only one user will be allowed to use a particular room at a time. This is because if a user tries to grieve by saving (for example, if he or she all carrots and then disconnect from the server without existing or replanting the field), then the chunk will be automatically restored from the backup and all user interaction privileges will be automatically canceled. When the user signs in again, they will be asked to speak to the administrator. If it is found that they acted in good faith (for example, if the disconnection was unintentional), then they will have to turn to all the withdrawn stocks and try again. Resisting arrest after being arrested on suspicion of grief and/or fraud will result in the termination of the account. Finally, administrators should decide to support the constitution and the server themselves. All administrators have the right to veto a potential new admin. This technocracy is mainly due to the fact that server rules do all the real work of management. My presidential election is taking place, which means that everyone who is allowed to vote must vote other that. Prohibitions are just scary things like grief. The president must give enforcement to the person if they want to create something. There is one administrator or mod ranks, only the owner, president and citizen (the owner can double as president, but this tends to make players unhappy). The president decides whether taxes are paid and how much taxes cost. Wars can last anywhere from one Minecraft day to 3 real life years if you really wanted! Minimum number of modifications and/or add-ins.—————————Special Government————— Merrifort Style Government is the president's federal republic. There are two leaders: the leader (the president) and the second leader (Vice-President). The territory is divided into several provinces controlled by a municipality named after the location. Each large city receives territory within a radius of 100 km. The state government is run by a leader, and one of the leaders helps them. The municipal government is controlled by a senior member of the municipality. If he is sick, dies, leaves the server, cheats while deciding or on vacation, the politician chosen by the president and parliament will take over his post before the next election, when a new one is chosen. There are two main state government buildings, known as the House of Ministers and Parliament. The House of Ministers is headed by the Prime Minister and Parliament is led by senior and junior politicians. If you have more ideas for this system, write them above this line. ————————————— Anarcho-capitalism No government; rather, corporations make all decisions and carry them out by privately funded police forces. Taxes are not necessary, because all the money will already go to the government. Any business or trade of players who do not allow the corporation is considered to be on the black market. It is recommended to put a very protected wall around the city so that people do not leave to avoid arrest. A corporation can make prices as low or high as they want because they have an absolute monopoly. Warning: Prices that are too high can lead to riots unless you pay people a lot of money as well. Socialism The whole industry belongs collectively; it could mean a government, or it could mean a group of players, but no one works for anyone else. The profit is divided equally among employees. There are no classes, because no one is the boss of the company. The government does not tax citizens, but takes a small share of the profits. The whole land belongs collectively, either by governments or to equal groups of players. Heads of government or cooperatives should decide where to create new structures (e.g. houses, farms, banks). Leaders can be elected in any way (e.g. parliament, republic, dictatorship, politburo, anarchy); socialism is only an economic system. Name changing - popular confuse socialism with fascism; this is not the case (see below). The TPK-style government server owner is the leader. You have rights to everything except any type of crime. Trading is rewarded with money, if used. The army and/or bodyguards are highly respected positions. A mixture of the constitutional monarchy of the Republic and kingdom. There is a king or queen, but their position is mostly solemn and their powers are limited by law, be it to a lower or higher degree. A democratically elected parliament, congress or assembly that also debates issues to be voted on. Depending on what you want, the monarch may be little more than the number he wants with the assembly holding full power, the assembly may have little power and the monarch is the most important, or two can have a separate but fairly equal authority and they have to work together for the sake of the people or the city. Safe Clans Based Game Clash of Clans. No sorrow. No clans against clan wars. There are 4 ranks: member (first), senior (second), co-leader (third), leader (last). SPQR Style is a group of players (Senate) that make decisions. The Senate selects two players as their leaders (consuls) they only serve their position for a set time. If the city is in crisis in the Senate and consuls can choose a dictator, it will only be until the crisis is resolved, it has absolute power. Ban public services for anyone who is non-citizens. Only citizens can hold any high office, and not citizens can only be employees. Syndicalism * A more effective way of anarchy, as practiced in Spain during the Second World War. No central government, no banks, no money (players will have to find a way to trade!). The economy is managed by a council composed of participants representing every part of the economy (potions, farming, stones, etc.); these members of the Board are industry workers, but they have no more power than the average member of the community. No one owns any land, not even councillors. In the absence of government, there is no police force to protect private property. Players are free to go anywhere they want, write whatever they want, and say whatever they want. Disable chat censorship and allow swearing (under server 18+!), but administrators ban if repeatedly racist or sexist. There are no laws, only common sense. However, insurance is still a possibility in the event of hacking, etc. If people decide they do not like the city, they can just go out because there is no government. Do everything possible to make sure that no player has more influence than any other (not in the socio-economic hierarchy), but always has a ban hammer at hand to make things out of getting out of control. Fascism* As described by Mussolini himself: corporations and state unions. Business leaders run the government and make decisions about the law; there can be no democracy anywhere. Sentence any dissidents into harsh work, no matter who they are (even the elite!). Ban all political parties except one party. There must be intense nationalism. Create a national anthem and force players to enter it every time they connect to the server. Let's be a ridiculous punishment for anyone who's raging it's wrong. Spend tax money on infrastructure to make it easier for business managers to control the government. Consistently maintain a strong army to silence disagreements, attack neighboring settlements and turn them into colonies (imperialist rules!). There should be three pillars of society: the ruling business elite (which we have just talked about, citizens (who have decent assets and have decent work but do not have political rights) and a community group of undesirables (you can do as cruelly as you want and send them to concentration camps). Let there be a server-wide contest to regularly carve strong from the weak; weak are reduced to unwanted status (up to model eugenics). Fascism: the other take one person's rules in general, people are usually very divided about how much they like their ruler. Some companies or industries are owned or owned by the state, such as socialism (see above). The land is owned by the State and players and/or undertakings have to pay for its use. Companies are allowed to exist, but they must comply with strict rules. Some examples include having to deal with their employees well, not being allowed to make their prices too high, not being allowed to sell certain items, not being allowed to harm the environment too much, etc. the state or nation owns the highest. The goodness of the nation is more important than individual players or businesses and your people are very patriotic and nationalist. dissidents brutal! Exile them out of town, imprison them, forcefully force manual work, etc. You're going to need a strong police force. Keep a strong military crush on your enemies and even invade or conquer through cities. Fascism was invented by a former socialist (Benito Mussolini), so it is similar. Slave Lake Make All Your Slaves! Make them farm, mine, and vote for you! The downside is they can turn on you. This is perfect for a lazy man! Darkened summer There are 2 seasons, summer and winter. Summer is an eternal night, and Winter is an eternal day. They are controlled by the king of fevers and the king of chills. Whoever has more power will have their related season to take effect. Run it with any other kind of government. Strength is determined by nothing, from the amount of popularity, the area that they control, etc. nightmare city is the kingdom? During the large population groups, and that's where every thing is wrong. Basically, all that's wrong about many of these government systems is just the rules here. Total Anarchy is another option for those who want absolutely no rules. Theocracy In the form of government, in which god or deity is recognized as the supreme civil ruler of the state. Since god or deity has said, there is usually no decision-making, self-appointed or elected leader or leaders that the religion of the aforementioned gods or deity will rule instead of the personal interpretation of the laws commanded by God or the written law of that religion. You can use real gods or deities, or make up your own! (Example: Make citizens believe in the Religion of Apollo or the Religion of Intinson. Particleism There is a group of the highest players who manage others. The purpose of the supreme is to exterminate others or convert them (optionally). The supremes are chosen in the annual PVP battle between all server members, the last 10 are supreme and they take all other loot and destroy them. Based on the Daleks from Doctor Who. The dalkism, the other take over person's rules in general, people are usually very divided about how much they like their ruler. Some companies or industries are owned or owned by the state, the work of the wimpy city is to defend itself, and the work of destruction is to destroy the wimpy city! Containment Useful if your country is in anarchy or major unrest. There are several safe zones in the city / country. Safe zones are controlled by the police and/or the army. If you want, you can detain them. This means that it is impossible or difficult to get to or leave. Places that are not safe zones are anarchy, (civil war, apocalypse, etc. They are not controlled by the government and you can do whatever you want there. In capitalist Paradise you need to pay for almost everything, which means that the rich can do whatever they want. The middle class can afford a core to a good life and may or may not want change. Players of poor classes live in poor areas, where everything costs less. The government wants only one thing: More and profit! Colonialism works only if you have multiple cities. People who live in the capital oppress other cities (colonies), they are mostly first class. Aristocrats (first-class citizens) have power in smaller cities. They can make buildings, factories, shops and thus provide work. People in smaller cities have to listen to the aristocracy, or they will not have a job and therefore no income. Usually quite strict for poor citizens. Semi-Communism Everyone has a job. There are 5 jobs to choose from: Wood: muzzle trees, shovels of dirt, collect flowers, etc. All you can do on the surface. Farmer Hunter: Hunts animals, and defends the city from the crowd. Miner: Mine is nothing that is underground, not lumberjacks. Builder People don't get rewarded for their work; rather they work for the community. Although, if someone can't go to work, then they can't ask for things from other work departments. This ensures that everyone works. The city council consists of 5 people, the heads of each department of work. These people are democratically elected by every department. Auto-Run No Government. No leaders. No administrators even. There are only command blocks. These command blocks are specially programmed to comply with the rules of this city. While people may have their own personal freedoms, the city owner can program the command blocks to implement any set of rules, with varying degrees of rigour. There can be any system. It's just not a human run. Marxist-democracy Ordinary people have most of their power. They propose and vote on all laws, decide who the resources are used for, and they can declare war in other countries. There is an executive branch of the government in which the president is located. The president is basically a figure who meets with leaders from other countries and represents the whole nation. They are elected by popular vote and can also be impeeched by citizens. The power of the president has the fact that they can veto laws that are passed by the people; but people can override a veto. Every member of the country is trained to fight and serve in the military. When during the war, one person is in control of the military and who is elected in the same way as the president. There is also a constitution that sets out the rules of the land that the nation will abide by. It can determine how long a president can serve people, what percent of people need to override a veto, etc. The economy is based not on communism with people with specific jobs and jobs for the benefit of the whole nation. All materials shall be collected and stored in a public storage facility. People who don't work can have their voting rights taken away, be thrown in jail, or whatever constitution/laws decide. This form of government works best in the city state or the same group of people who can be all in the same mindset (to avoid revolutions). Book 669 This system is partly TPK style, but with a few major tweaks. There is one leader, administrator/server owner, but they can appoint other players as associates to manage under them and be his army captains. Villagers represent ordinary people and players to manage them as an elite class. Primary trade is trade promoted with villagers or other players, but other commerce is carried out through a hub, which is usually located in the coordinates (0,0). Command blocks are there to get items that don't get out of shopping with villagers. Players receive items through/give. Each item has a certain price and players must pay that price to leave the hub. Hostile crowds, especially players, represent a common enemy of society. The goal of the players, in addition to the ruling villagers, is to kill any hostile crowds that they find. Iron golems are the bodyguards of players and wolves represent the army. A leader of players can charge villagers (i.e. you can have a team block with/give yourself emeralds every so often as if they were from villagers). There are minimum laws, such as non-killing and burglary. You can grieve or troll, but only with permission from the operator. In violation of the law, players are executed (i.e. teleported in a lava pit) or imprisoned (i.e. teleported into a prison cell after their inventory has been cleared). Mine and mob farms are only allowed with a license (i.e. a name tag named License), and players will use their material unless otherwise stated. Crop farms are allowed without a license. A player can petition the government to build a generic house for them for a certain amount of money, or if they want a custom house, they must build themselves. Non-operator players are prohibited from programming command blocks, but they can use already programmed command blocks. Emeralds are the main currency, but lapis, Redstone, quartz and diamonds are strongly recommended as convertible currency. Commercialism System all about profit! Have a proper government and stock profit! Currency and many shops and many stores are optional or necessary. Recommended for multiple players. If you think of other control systems, please do. If you think of other control systems, like not under i.) More ideas [edit] Here are a metropolis of more ideas that do not fit any of the above categories. Construction contest Hold the contest, in which players create structures. Structures can be anything, from home and flying machines to pixel art. Add various prizes, such as rare blocks, and make sure you have multiple judges. (At least two are recommended). After it ended, the winners stay up (and if you have worldedit or structure blocks, blocks, can even move them somewhere else) and losers' records can be demolished. If you need to build an important building, for example, at the town hall or the central railway station, you can organize a design competition, in which the winning design will be built or moved to the right place with WorldEdit or structure blocks. Carpenter have carpentry, where you can buy expansion into your house, as well as have houses built or destroyed. Make a currency to buy not too cheap, but not too expensive, for example, 5 emeralds for a room 5×9, or what you decide. Another example can be 10 emeralds for a 12×12 garage with a fully open door with Redstone. Or you can do other things, for example, make the price cheaper if they give carpenter some items to build with, if not for free, if all the necessary items are provided. Deadly Maze Use the idea of a common maze building, but only add deadly traps and dangerous gangs. Add view windows and station armed and armored guards to each exit and window. Just throw criminals and griefers in make the walls as strong as possible. Ideas: Add crowds, bounty hunters and guards and turn it into a game. Relatives of criminals can send treatment potions and food and other supplies. If (somehow) they survive then or 1. Give them a reprieve OR, 2. Make them fight arena defenses don't let monsters take over the city! Make sure you have walls around your metropolis. You can put cacti on the wall to keep the spiders out. You can also add archer towers if you want. Just make 3×3 square on the wall with ladders to get up to them. Add vultures with lava for the death of your enemies. Just be creative! Factions make factions for small groups such as soldiers, miners, lumberjacks, knights, farmers, et cetera. Outdoor Trip Keep outdoor trips for kids at school! You can write them off to a museum or even visit a nearby village and give them a small trading lesson. Fire Hydrant In each important building put a bucket of water in the cell frame so that the fire somehow starts, it can be removed simply by right mouse button. Foreign trade make foreign trade where only government employees can trade out some of the too many they receive no available in their region. Games create an area where players can play games such as (note: many of these games are only played in multiplayer): Abnegation: It is played nether. The goal is to run around stealing drasch eggs (presented to administrators), avoiding lava and ghasts, and navigating floating platforms. American Football: Keep your Superbowl, or just a little one-on-one on the field not unlike the football field today. You can have a team to wear leather armor, and your soccer can be a diamond. Just make sure all your players empty their inventory in the chest or two. The rest depends on you. Shopping Mall: Put villagers in the villagers Room. Do players trade with them. Add decoration! Dodgeball: Players split into two teams, each of which has sixty-four snowballs. You can have snowballs to start throwing and dodging snowballs. Capture Block: You have two selected players, randomly selected item or block, the goal of the game is to get that block and you can have other players try to find one item/block). Drop Party: Players are put in the room while the administrator drops items like pistons, sugar, lava and nether portal blocks (random items and blocks). All you can do is home later. Grand Theft Egg: Put the dragon eggs in a large dungeon with hostile crowds and traps. If a person or team manages to get back and forth from them win. Cemetery: a cemetery with spawning under graves. Hide chests with armor and weapons. 4+ Players. Labyrinth for fun you can create a labyrinth filled with zombies and skeletons. Make it as darker as possible in traps and pits. Or a lovely pink with lots of light. Maybe the hedge maze is to your liking. Perhaps a neat, complex forest maze will easily puzzle anyone, whether to something. Or you can be brutal in your test of things and use pistons and timely randomizers to make an ever-changing puzzle. Night Fight: Not so much a game as the ultimate survival training exercise. Give each player a set of leather armor, a stone sword, a bow with ten arrows and five carrots. Then all in a vast desert or plains home and put a few zombies, skeletons, creepers, spiders, and silverfish spawning at the edges. Make a large fence around the perimeter. Turn off PvP and mobGrieting so that creepers don't blow the plains or desert up, and turn the contestants into adventure mode, so they can't stop spawning. In the evening, bring contestants. Each live sunrise gets the prize and gets to keep the mob and the player drops. Paintball: Players are put in the arena. They are given bows and arrows then fight, but remember the winner takes it all. There are many options like Cap Block, Domination, President and Regular. For extra accuracy, give players colored skin armor with only 1 hit point left so that it will break after receiving damage from the bow shot. President: A member of both teams is given a leather cap (the president), then the first team to kill the other president wins. Cap Block: A game in which a dirt block is placed in the arena, the players must get a block and place it in their base. Domination: Same as cap block, but there are several blocks in the arena. The first team to get the most wins. Pig Hunt: Create an arena with pig spawn in the middle and color the pit corners. Players get one carrot and kidnap pigs. It is possible to with zombies of death! Pork Pusher: A game where there is a big, black, hollow box with screen display that represents the TV. Inside are decorated colorfully. Outside the screen, there are 3 levers that represent video game controllers. Inside the TV, the levers are operated by 3 players. The player tries to push the pig about as many times as they can. If a player makes 20 successful pushes, they press a button that drops cooked porkchop on them. If the player fails, they have to change the blocks they destroy with the same block, they have to use spawn eggs to change everything they kill , etc.), and if they don't follow, they will go to Minecraft prison (which is mentioned above). When building your national park, make cabins for guests to stay, with several bedrooms, bathroom, living room, kitchen, balcony, etc. and use gravel roads to connect them. If there is a fortress in your national park, you can dig down until you get to the fortress, then add a ladder or stairs so that people can get there. It is also recommended that you activate the end portal. National parks can also be produced by Nether, with the same rules as Overworld national parks. Nether Access Create a nether portal and let people get to Nether. Even better, if it spawns you near the fortress, then you can make the trip and block at the deadlock. Or just make a netherrack room. Build a nether-style building around the portal so people can easily see where it is. Not to be done in the end or nether cities, consider Overworld Access there. Olympics Create a massive stadium with various racing and obstacle events. Outside the stadium, you can build a huge arena of spleen and archery, where contestants can compete with each other. Parkour Area to test your parkour skills! Place it hard to jump into blocks, and place them in random areas. In addition, do more challenges, such as nausea for the

entire course. Pest Patrol When annoying crowds invade, call pest patrol! Do not forget to include domesticated wolves, domesticated ocelots, iron and snow golems. Don't forget weapons and armor! Do them put mob drops in the chest. Pet shows for both cats and dogs. Have events like cats scaring creepers into the pit, and dogs killing as many crowds as they can. WARNING: Animals can die, so be careful! Do pets enter one by one, and cure them between rounds. Playground square from the area and build a jungle gym for the little ones! This piece can include slides, ladders, bridges, huts and other such things. Be creative! Also, make sure you create a seating area for parents to relax! Protocols have protocols! Invite your citizens to the protocol and talk about government changes, such as higher taxes. No, not taxis, taxes! Public park Set aside a large herbaceous area with lots of trees. The lake or river would look beautiful, so try next to one of them. If players are caught dropping unwanted items on the ground, charge a fee for littering. Fountains, statues and other decorative items can be used to make it more attractive. Racing Racing Would be an arena that is long and has seating on the sides (they can be going as a slope) dig 1+ block deep in the middle of the canal and make it at least 5 to 6 blocks wide. Fill it with water source blocks. Put a few turns and obstacles in it, and you can have boat races! Or, instead of using water, keep it dry and race with pigs or walk, with a drink of speed in the latter case. Redstone build strange mechanisms with Redstone in your buildings or make areas full of them that make your city look more advanced. You can do such things as wiring all buildings, so they have electric lighting. Either make a clock tower, or observe your resident's movements, or streetlamps that turn on at night. Religion You can create your own religion that you want your citizens to follow. This religion can be myths and legends about things like ender dragon! Trash cans on the streets of your city, you can have chests to simulate garbage bins. You can add hoppers at the bottom and add a stream of water or minecart, so it goes to the disposal center or lava. Save the crowd When passive crowds invade the streets, call the group to keep the crowd from making traffic jams and put those in the crowd holding where they belong. It's better to be established if the group used to have other gangs that have been gangs that have been received. Spawn base Build a large building as a spawn building for people to spawn in insert gates, command to give items, and city law and rules to show newer players in the city. History Make Your City have a secret backstory, some hidden evil lurking in the dark, and maybe even recruit some players to the role of server to play for the citizens of the city. At some point, citizens may have to go to grips with the Dark Lord or some other monster army. Make sure to add a lot of details and make it exactly as you imagine it to be! Training make a massive training field that teaches the player every trick minecraft book. From splashing drink jumping, to sniping with bow and arrow. If you think the player is experienced (both skill and actual XP points) enough, it is possible you can employ them for protection. War-built forts, bunkers and wage war against castles full of traps, monsters (creepers not recommended), other players and challenges. Build a TNT cannon and build an army. Award loyal soldiers with positions like a general or lieutenant. Weapons license in a peaceful city, players should not be running around killing people! You can create a system in which anyone with a gun without a license is thrown in jail. Set a price and expiration date and let only trusted citizens belong to them. WMD Lab If you have a nuclear war or bacterial modifications, you can use it as an animal breeding ground collection base. Make a large, multi-level building, add iron doors and branch off into smaller laboratories. Add crazy experiments and (if legal) legal) can use POW's (prisoners of war) as exploratory. Make sure there are no windows. Security may be short. Currency[edit] Note: Currency usage is mainly multiplayer - trading currencies to get items. However, it is possible to trade with villagers, from which emeralds are the currency. Try to have currency so that people can buy and sell things in your city. A good currency is usually something with practical value that meets a non-exhaustive standard to avoid inflation. Therefore, the great currency to use are emeralds and emerald blocks (which are worth 9 emeralds each). This has additional benefits, allowing you to make villagers in shops without any difficulties. Another good currency would be Brick = $1, Iron = $10, Gold = $25, Diamond = $50 and Emerald = $100. If you have a mod, that adds more minerals to your game, then use those too. Currencies with notes about their use: Cobblestone: As one of the most common items, it is good material for small transactions such as construction accessories (ex. 5 Cobblestone = 1 Glass Block) and farm materials Wood boards/logs: It's a good all-around easy to use currency, and it has a clear and clearly defined value for crafting and building. It's hard to make automatic wood farms, so money farming is harder for wheat/bread: Wheat and bread (as well as carrots, potatoes, and beetroot) serve as a great currency. While they can be grown, a little matter of, it is very useful and villager trading accepted items are excellent in small currencies. The farming aspect of these items is not enough of a problem that they should not be used, but bricks: The only practical advantage of using bricks as money is that they look like iron and gold ingots, making them recognizable as currency immediately. They can not be grown, a good tiny currency, but are almost useless, except for builders of brick buildings. The same goes for Nether Bricks Literature: Paper, books and bookshelves, though useless, could serve as currency. Remember that you can also write books that can be entrepreneurs useful. Knowledge is power, isn't it? Also, if you use books signed by you as currency, your citizens could never farm or get ilegally currency, and that would be very useful. Coal: This is very useful and get resources, making it a great currency. Very the farm, too, Redstone: First, beware of using Redstone as a currency because it tends to be very easy to find. It's very cheap, so it can be used in a small currency (Like half a dollar) Nether Quartz: Although sometimes useful for building or redstone, nether quartz is not as big as diamond or wood currency. However, is not farm and a little useful, it is the right currency for Iron: This is a handy material because it has 3 levels, those that are nugget, ingots, and block. Block. for example, 1 Iron Nugget may be worth 2 Cobblestone, and the iron block may be worth the diamond. Be careful though, because iron is easily grown. But the effort Iron Farm believes may be worth the gold as a currency: Similar to iron, but less often. Since gold farms are harder to make, gold is harder to abuse than currency. Diamonds: Diamonds are arguably the best multiplayer currency because they are rare, their value is well defined, and they are not cultivated emerald: all-around useful currency like Emerald is compatible with villagers, but beware that emeralds are worth too much because they can be bought quite cheaply by anyone with paper or farm Wheat Nether Stars/Lighthouse: Very difficult to collect an item, a nether star would be a great currency. It may be worth, say, 20 Diamonds. It's not farm and very useful, so it's as perfect as diamond or wood currency. Leaves: As the leaves are unpaid and have 8 different types, the leaves can be a good currency for your city. And because of this, you can make a system with different types of leaves with different values like this: 5 Oak leaves = 1 Birch leaf, 2 birch leaves = 1 spruce leaves, 5 spruce leaves = 1 Savanna leaves, 2 Savanna leaves = 1 Jungle leaf, 5 Jungle leaf = 1 Dark Oak Leaves, 2 Oak Leaves = 1 Crimson Leaf, 5 Crimson Leaves = 1ped Leaf. As you can see, we have created your currency system. Also, here oak and birch leaves value less because they are more common, and Nether leaves value more because you need to go nether to get them. Money Plugins: You can find a plugin that is for money to use that currency. This could include transactions, etc. Money Commands: If you are ok with Redstone, you can create a system with command blocks that tracks the player's money, in addition to easily hacking with creative mode server builders. General advice[edit] Roads [edit] Roads are available in almost every city, but making them look beautiful is actually more complicated than you might expect. To get started, roads tend to be direct, fast, smoothly curved routes. Of course, any road that is at least about 7 meters wide should not have 90-degree turns, which are designed to run non-stop. Roads also tend to be simple in real life, nothing more than 1/2 block up or down for every 6 blocks horizontally can be considered moderately steep. Nothing more than about 1/2 block for every 3 blocks of horizontally long sections would be considered very steep, and except in mountainous areas, there would be only residential streets. In Minecraft, locations tend to vary on a smaller scale than in real life, and be much steeper as well. Usually, long, wide highway-type roads are as straight as possible, as cheap as possible, and require the least terraforming possible. If there is a 30-meter-wide circular crater, cleaning it smoothly usually better better linking it. If there is a high mountain on the way, going straight into it is not likely to be cheap to make or easy to travel. Go a little up and around if you need a route upwards to connect to the main road and spiral up the hill. There are also many scales and types of roads with different characteristics. City Street: recommended material, gray/black concrete and yellow terracotta. Should have clear bands. Should have a lot of intersections and traffic lights. Should be 3-9 blocks wide. It should have a lot of branches. Should cut through any obstacle, which can be removed in less than a minute. It shouldn't be too cool. If you wind around any other stubborn, that is too big to remove. Mud/sand/terrain path: Recommended material: dirt, sand, grass path or podzol. Should wind around any obstacle, even small trees. Should be 1 to 3 blocks wide. There may be a reasonably walk-able cool (up to 1/2 slope). Stone/stone brick path: Recommended material: Stone stone or stone bricks. Should wind around everything that requires more than a small amount of pickaxing to destroy. They should not normally be connected to any large long bridges, only small stone or tree ones without the need for additional support. Should be 2 to 3 blocks wide. There can be any reasonably walk-able cool (up to 1/2 slope). Small country gravel or partial stone path: Recommended material: gravel or stone. If the wind around any natural construction or settled construction. Feel free to reduce absolutely any plant life, but limit pickaxes to level the slopes of the road to be on. (This does not mean that flattened mountains - only small hills.) It should be 3-7 blocks wide. As a rule, there should be 1/3 slope. Small path of rural stone material: Recommended material: stone, stone, stone bricks Should wind around any natural structure or settled structure. Feel free to gouge out of rocks, place support beams, etc. as needed for the road to be on. It should be 3-7 blocks wide. As a rule, there should be 1/3 slope. But avoid sloping in general as long as it does not mean tunnels through mountain or bridge valleys. Small streets in the city center: Recommended material: stone, obsidian, or some other road materials (IE basalt pavers from RedPower, if you have to install it). Keep it as simple as possible, even if formation of relief. Keep it as smooth as possible, even if terrain formation is required, it can be But remember that thousands of people, rickshaws, pigs, horses, cars, carriages, wagons, magic carpets, elephants or pod racers use it daily. Usually there should be the equivalent of 1-2 lanes with 2 sidewalks, it can be anywhere from 5-17 blocks wide if sidewalks are included. Small commuter street: Recommended material: stone, obsidian or other road materials. Should be direct, efficient, but cost-effective, as will be tunnels and bridges are good, but only if they are needed. A slope of no more than 1/4 is desirable. Small and large shops are nearby. Large street in the city center: Recommended material: stone, obsidian or other road materials. Terraform but all hills, it should be no more than 1/6th slope with very few bumps. Do not put these mountains in the city, unless they are supported on the columns, they look silly when they are super cool. It should also be quite straight, and never near home. Put large buildings next to these. Large suburban street: recommended material: stone, obsidian or other road materials. Should be direct, efficient, but cost-effective, as well as tunnels and bridges are good, but only if they are needed. It is desirable not more than 1/4th slope with very few bumps. Medium and large shops can be found nearby. Suburban street: Recommended material: stone, stone or stone bricks. The equivalent of 1-2 lanes, a small sidewalk or perhaps not, purely houses nearby. Can be up to 1/3, or perhaps even 1/2 slope. Should make as few ground moves as possible and do not need to be as effective as across the street. Usually 3 to 11 blocks wide. Intercity highway: recommended material: stone, obsidian or other road materials. Curves around roads, but avoid sharp curves at all costs. As a rule, it remains flat and directly in non-stop areas. Only become cool to go through the mountain passes. Don't dodge the light construction, just tramples right through it. Bridges are nothing but medium-size oceans. Usually 15-23 blocks wide, but may be smaller in pre-industrial societies. Mega-Highway: Recommended material: almost nothing on the road as you can get your hands on. Goes almost straight, never exceeds about 1/8 of the slope, destroyed or bored over the centers of anything except cities or enemy territory (then wars fight through their construction) Cities are simply built around it. Usually at least 31 block wide, but may be smaller in pre-industrial societies. May literally bridge the medium-sized oceans to reduce travel time. Designed to carry any and every road-travelling land vehicle developed by the public during its construction. No type of bridge or tunnel is too expensive or extravagant for something like that. Specialty [edit] Clay Road: Recommended material: Clay or terracotta. Make a road that is 3-7 blocks wide, keep bends and slopes at least. If you have to go over the mountain, the mountain, slope of the road with stone slabs. If the slope you encounter is more than 1 block for every 5 to 7 blocks horizontally, use a stone brick staircase or change to a similar type of road. The middle block uses a red stone. The automatic lighting system connects the daylight sensor to the NE gate, and then the Redstone lamp. This type of road can bridge medium gullies, ponds, valleys, and small pits are good for rural areas and work well in flat areas. Decorative stone brick guardrails are acceptable. musical path: recommended material: note block, wooden pressure plate. This type of track is actually a feature that can be applied to almost any medium-sized road. Dig a 1 block wide trench along the middle or side of your knee, and place out blocks (with the desired material at the bottom, see Note Block) in this trench. If necessary, adjust the pitch and fill the gaps between the notes blocks in more complex ringtones. Finally, put the wooden pressure plates on the note blocks, and now you can drive along the road and listen to music at the same time. Nether Brick Road: Recommended material: Nether bricks, netherrack, glowstone. Create a 5 block wide path of nether bricks, leaving holes 2 blocks long and separating one block of nether bricks along the entire stretch of road. In the first empty space of each hole there is a netherrack block, and in the second space put a shining block (these two can be replaced). In the style of the nether fortress, this type of road is completely straight and smooth, bridges all the gaps with huge support columns and wells through any material, using terrain as a roof and possibly walls of the tunnel. 1.10, you can add magma blocks under the glass for lighting, not glowstone. Redstone rusted the road: recommended material: Redstone rust, stone bricks. It's not cheap or easy to get, but if you have a silk touch-enchanted pickaxe or lots of Redstone rust on your hands, you can use it to make a road that lights up where you walk (or boring and place Redstone torches at the bottom so that it's constantly lit up). The stone brick curb is eye-pleasing, although the constant redstone ore can become monochromatic and dull after a while, in which case it is possible to introduce a creative design down the middle of the road. The disadvantage of this type of track is that Redstone Rust can give away its position to other players on a multiplayer server, even if you are invisible. Tube: Recommended material: iron or any other metal. Make a 3-7 blocks wide and add minecarts and rails (driven or regular), then surround it with a circular type of pipe and add a flashlight or glowstone on the fence. Stack fences 2 then put glowstone/torches on it. Unusual material: create your way from an unusual block, such as ore or wood. Freeways[edit] NLEX toll gates on Minecraft freeway are vehicle traffic. Walking or parking on the roads of the stewards is not allowed, so it can only be used by people riding pigs or horses. Entrances and exits should be provided only at intersections connecting with other roads. Opposite destinations should be separated by middle lanes or barriers. The road should be about thirty blocks wide and as flat as possible. Bridges and tunnels can be built when needed. You can also include road tolls that players have to pay to use the road. A common block palette [edit] It is often advised that you follow a specific block-type palette for a particular type of building to make your city more organized. Sample block palette includes: Minecrafter: Use mainly cobblestones and wood, use flashlight lighting and glass panels for windows. Medieval: Do not use materials that could not be easily obtained in the medieval world. For example, do not use concrete or redstone mechanisms, and use glass very sparingly. Various variants of stone and wood are the best materials to use in construction. Advanced Minecrafter: Use stone brick roofs, bricks, birch boards and/or spruce planks for walls. Rustic / Farm: Use almost all boards and logs, with small holes in the walls made with stairs, make rooms in irregular shape with 1x1 windows (holes in the wall). Skyscraper: Made of concrete, quartz, or iron blocks with massive cyan or light blue glass windows, sea lights lighting. Futuristic: Use lots of quartz and glass blocks (basically nothing white). Water: Use prismarine, with glass block windows and sponges as decorations for Nether: Use nether bricks in detail as window boxing, and use lava and magma blocks for lighting. Build walls with quartz, red nether bricks, nether warts blocks, etc. you can use obsidian as a foundation. End: Use rear stone bricks and purpur, with rear rods for lighting and shulker boxes for storage. This helps other builders and themselves to make a combination of creations that fit together rather than casual. It also helps build to remain consistent. But after the palette is not always necessary, because buildings of different appearance can make your city more diverse and interesting. Works[edit] Note: Work can only be done in multiplayer because the crowd does not have PG. So if you are a singleplayer, these ideas probably won't be very useful unless you want to pretend to give villagers jobs. Job Search Center: A place to help those new servers find a job. (The salary is paid per day.) After you built their own city, every citizen should have a job. Here are some examples of jobs that citizens of your city can work in, along with the recommended salary: A - D[edit] Actor Actress: Works in performances. Salary: Paid on the basis of show tickets. Apothecary: Makes positive (sometimes negative) potions and sells to players. Salary: 30 emeralds. Army: Uses weapons to hunt rogue players, mob army or even enemy enemy There should be stone diamonds ranged in elements. Salary: Depends on the rating. Example ranks: Private lowest rank in the army. Salary: 20 emeralds. Specialist Private with more experience and technical knowledge. Salary: 30 emeralds. A member of the special forces elite soldiers trained to conduct special operations, such as hostage rescue or reconnaissance operations. Salary: 70 emeralds. General A senior army officer who leads all other soldiers and responds only to the head of the nation. Salary: 100 emeralds. Assassin: Kills non-political or very present people for money. Can be sent from enemy forts or cities trying to shift the balance of power. Salary: Depends on how much the person who hired them pays; Beware because they could double cross you. Lawyer: Also called a lawyer, this person can do one of two things: defend a convicted person, or a convicted convicted person (no pun intended). The system works like this: the judge, two team of lawyers (prosecution or defense), at least two witnesses, and, of course, the offender, go to the courtroom. Lawyers each give evidence that their way is the most constitutional. The judge then decides who the winner is, and that the team gets its wish, or the offender must be convicted, or release all charges. In this system, the salary goes to the team that wins. Salary: 120 emeralds per team (they chose how to divide it with each other). Author: Writes books and trades them to librarian villagers or sells them to players. Salary: Paid for the book sold. Banker: Works with player money in repositories. Make sure they are reliable or you can lose a lot of money! Salary: 80 emeralds. Bar Tender: The bar offers drinks for players. Salary: 9 emeralds. Blocks Builder: Create all types of blocks to sell retail, or use them to create. Salary: Sales profit. Body Removal Units: If a citizen dies or the pilot entity is terminated then these people take the equipment they drop and send it to the recycling center. Unused nozzles may be burned or stored. Salary: Depends on the items collected. Bodyguard: Hire people to be your bodyguards. Make sure you can trust them. Salary: 30 emeralds. Broker: Sell used goods at fair prices, and takes everything worth putting on a price tag. Salary: Sales profit. Builder: Someone who builds buildings and shops. Salary: 45 emeralds. Building master: someone who builds very large buildings, such as shopping centers, estates, etc. Salary: 50 emeralds. Butcher: A person who sells meat and kills pigs. You don't have this quiet place. Salary: Depends on the meat and how much is sold. shop teller: Salary: 12 emeralds. Condo Chief: The person who owns the building and receives the rent. They would have something to do in the building and they would take care of any issues. Salary: Rent. Cook: Something in the restaurant kitchen. Salary: 40 emeralds. Council Council Part of a group that manages the city or advises the leader. Salary: 100 emeralds. Dancer: Dancing. Dependent salary. Demolition: Someone who destroys unwanted buildings. It really works for people who love to destroy things! Be careful when using TNT for this job, and just let people you trust use it. The salary depends on the size of the work. DJ: Someone who works in a disco and is responsible for music. Salary: 20 emeralds. Doctor: Takes care of injured or poisoned people in the hospital. Salary: 40 emeralds. E - H[edit] Emperor: Rules of empire - lives in the capital. Salary: percentage of imperial taxes. Hangman: Someone who carries condemned players and crowds in public. The salary depends on the criminal activity of the conscience. Example: Killer - 30 emeralds; thief- 10 emeralds; So, you should try to wear dark clothes or a hood to avoid revenge on the victims executed by relatives. Factory worker: someone who works at the factory (above). Salary: 15 emeralds. Farmer: Grows crops and farm animals, and sells to village or shop owners. Salary: from 10 to 20 emeralds. farm hand: assist the farmer in the cultivation of crops and farm animals. Salary: 10 emeralds. Fence: Buy stolen goods and sell them. Salary: Profits from the sale said stolen items. Gladiator: Battles crowds or other players in the arena. Salary: 42 emeralds. Golem Manufacturer: Produces auxiliary iron golems and snow golems or army or police forces. The salary depends on the size of the contract. Grinder operators: If you have to build a mob or iron golem farm then these people can (if not automatic) collect drops and put them in the transport minecart train. Make sure they trust or things can end up on the black market or get sold to another city to help with their weapons production. Salary: 30 emeralds. Grocery owner/employee: Works in a grocery store. Salary: from 15 to 30 emeralds. Head of public authority: person managing a public authority. This is a very important job. Salary: 100 emeralds. High Miner: Mine just above layer 31. Salary: 8 emeralds. I - M[edit] Job Center Employee: Report offers vacancies, planning interviews, job offers to add more to the list, etc. Salary: 21 emeralds. Director of the Work Centre: Manages the job search centre. Salary: 90 emeralds. Knight: An elite warrior who follows the chivalry code. Salary: from 70 to 80 emeralds. Judge: Sorts lawsuits and picks punishment for criminals. Depends on the salary. Lab staff: Experiment with subjects in labs with potion effects and Redstone contraptions. Use healing potions for as many things as possible. If the subjects die during the test, call the body Units. Salary: 40 emeralds. Landscaping: The person who is hired to make your lawn look beautiful. Salary: Depends on the job. Low Miner: Mine just below layer 32. Salary: 13 emeralds. Mayor: Owns usually 1/4 or 1/2 city, receives high wages and lives high Salary: 100 emeralds. Magician: Enchants items and makes potions. Salary depends on skills. Trader: Buy things from people who sell them and sell them to the public. Salary: Profit from the sale of the said items. Minecart Remover: If you have an underground railroad then you don't want carts all over the place. It is usually a part-time job, but not always in a big city. Salary: 6 emeralds. N - R[edit] Nurse: Helps doctors and tends to patients when no doctors are open. Salary: 30 emeralds. Personal cook: a chef who works for important people or the ruler of the city. Make sure they are reliable or they can try to poison the ruler. Salary: from 50 to 85 emeralds. depending on the level of skills. Philosopher: Thinking about things like metaphysics, ethics, mathematics, theology, logic and philosophy of science. Often advises rulers. Salary: 50 emeralds. Pilot: seated in the front seat of the aircraft. It also tells passengers the remaining waiting time and talks with the airport lander for accuracy, etc. salary: 30 emeralds. Police Chief: Operates a police force. Salary: 90-95 emeralds. Police Officer: People who are struggling with the crime of the night and stop the grief. Salary: 30 emeralds. Police Officer K-9: Only a police officer, except that they work with their dogs. (Note: requires your dog.) Salary: 40 emeralds. Pork Seller: Sell pigs and carrots on sticks for all your transport needs. Saddles included, of course. Salary: 15 emeralds. President: Usually the ruler of the city. You don't have to be an administrator, and you might even be the person who runs the server. Salary: Unknown. Priest-King: A religious and political leader. Depends on the salary. Professor: Someone to teach methods of mining, construction, redstone, etc. Salary: 45 emeralds. Real Estate Agent: Buys and sells houses. Salary: 30 emeralds. Real estate boss: Controls real estate salesman, teams of real estate agents, etc. Salary: 90 emeralds. Redstone Technician: Someone who builds many mechanisms with Redstone. Salary: 25 emeralds. Repairman: Someone who repairs weapons and tools. Salary: Gun charges. S - U[edit] Scientist: Doing potions, tests things, etc. Salary: 60 emeralds. Smelter: Someone who is paid for smelt material. Salary: Depends on the amount molted. Snow Shovel: Uses shovels to clear snow from the roads. Mainly used taig or tundras. Salary: Depends on the size of the road and the size of the snow. Spawner Safety Guy: Travel through Nether and Overworld encasing spawning protective shields that make them safe on the farm. Usually work private work Salary: Depends on the job. Spy/Private Investigator: Uses potions of invisibility to spy and watch during a conversation to learn about another player player. Salary: Depends on the job. Store owner: the person who bought the field and is actually the owner of the store. Salary: Unknown. Teacher: Someone who who schools about mining/processing/brewing, etc. Salary: 30 emeralds. Terraformer: A person who cleans large areas and makes it to flat buildings, clears water, makes or removes caves and decorates areas or removes high grass. Salary: Pays by job. Thief: Not very legal. Steal things. Salary: Loot that is stolen. V - Z[edit] Vicar / Priest: Running a church or temple. There may be another religion too. Salary: Unknown. Wholesaler: Buys items and sells them in stores to buy a stack or chest. Salary: Sales profit. You can also tell employees to use skin suitable for their jobs, or you can use fashion to make these works even more realistic! House[edit] Houses are perhaps one of the most important buildings in the city. They house most of its residents and are commonly used for social gatherings as well. In war zones, houses can also function as defensive fortifications. Houses rarely just live with a bed, chest, stove, table and door. They have windows, perhaps several stories, and are often designed to accommodate two to five generations of people who are meant to live there for a short time (for example, as long as they have brought their beds/sleeping bags, there are enough chairs at the tables, etc., to support them). House types[edit] See also: Tutorials / Shelters Note: The buildings you can build are not limited to the list below, and designing your buildings, rather than using the list, can make your city more original. Village house: Houses that look like rural buildings are easy to do for survival because they use the most common materials like wood and stone. Realistic House: Blocks like terracotta and bricks can be used to make a real modern house. Spacious house: the house is usually made of glass, or mostly glass, with plenty of light. A good house for those who do not mind not much privacy and low security. Home Shop: Shop on other floors above is home to the owner. This is usually a brownstone-like design which has a store at the bottom, and 1 or 2 floors on a three-storey shop. Homeless shelter: a place where many people take refuge, about 2 floors and small rooms where people live, only for the very poor. This building is the ideal start in your life on the server. Hotel: Building with small rooms players can rent at night to stay. Custom House: Be creative! Turn around an empty batch with planks or yellow terracotta or other visible material to make a boundary and start building! Give an empty lot to a person who can get along and have a ton to build a house. Shack or Hut: A small structure designed to barely/almost accommodate the basic needs of one dead-broke family or person. Village huts and swamp huts are both suitable Category: A lot of land nearby, but rarely live officially on its own. They Are made of wood and are usually single-storey structures that are not very large. Minecrafter House: A bungalow, but very wide and square, consists of 1 bathroom, 2 bedrooms, 1 room, 1 cellar, 1 dining room and kitchen. There is a rooftop terrace. Minecrafter House 2: A two-story house with porch, automatic pig. It features a guest room and all the main amenities. Pied-a-terre: a small residential unit, such as an apartment or condominium, is used as a temporary second residence by its owner. Pied-a-terres are usually found in large cities, some far from the owner's primary residence. Pied-a-terres are usually owned by wealthy individuals. Small Shed: Ideal home for the rural area of 5X9. Very humble. Includes the basement. Usually it consists of 1 bedroom, 1 kitchen, basement cellar, 1 corral pig and a mini-crop field. Average shed: As a small shed, only with 2 floor, breeding zone, porch, and usually only larger. In addition, usually have an additional stable. Apartment building: a tall building with many apartments is almost always located in the city. Shorter than a skyscraper, but usually taller than a normal house. Apartments may belong to their passengers or passengers may have to pay rent. Small apartment: approximately 45 square meters of inland area. This apartment can be cramped, but also cheap. 1-3 rooms, 0-1 bathroom, 1 bedroom. Average apartment: Apartments with 1-2 bedrooms, 1-2 bathrooms, kitchen, and at least one other room. Usually 80 to 150 square meters exterior. Penthouse apartment: Singular or almost singular beautiful apartment on the top floor of a high-rise building. Easily more than 200 square meters exterior with at least 1 bedroom per couple / individual and many additional rooms of all kinds. Anyone who lives here is probably the equivalent of at least a millionaire. Small 3 Story: As the name suggests, with another barn. Farm house: a house that has about 16x9, 2 stories, plus a basement, and a room with about 5 or 6 pens for animal storage. Country house: Often large, but made of poor quality materials, and rarely has much structure above the second story. Usually have one or two stories, with a fairly large (up to 20 x 15) exterior, as well as various features such as bedrooms, kitchen, dining room, bathrooms, etc. Can have courtyards or farms underground: it should be around 2-3 floors (but you can go higher if you want), with a decent-sized kitchen, dining room, at least two bathrooms, several bedrooms (including the main bedroom, if desired), a garden, and a living room If you want, you can add a mini-office and library and other extensions. Mansion: Any house that is unique and singular too the area, much larger than necessary to support people inside, very beautiful, has more space than any conventional home, and has more than 1000 square meters. Only nobles, politicians, celebrities and other very wealthy people are used. Presidential House: Giant House 3 floors, 62X72, much more than necessary to survive. You can make it using quartz or any other material, with windows going from floor to ceiling, etc. other types of houses that do not fit into the following categories: There are many, in fact, many types that do not fit very well in any category mentioned above. Examples: towers, tree houses, mass living areas, bedrooms, home boats, converted asteroids, cave houses, permanent labyrinths of all types of rooms, bridge houses, shared warehouses, gas station houses, motor houses, space houses, work barracks, wall houses, hive houses, bunker houses, mansions and several more unusual buildings. Last note[edit] Whatever you decide, this is your city. These are just suggestions. Be creative and do whatever you want with it. You can use all the suggestions on this page that you can ignore everything and create the best city that Minecraft has ever seen! It's your call, so build it! After building metropolis [edit] After you have spent a long time building a city, you may think that is the biggest thing you can do in the minecraft world, but that's not true. Minecraft has an infinite number of options that you can do that will never run out. First of all, you can defeat all the boss crowds in the Minecraft world, or complete all achievements. Cities, structures and more [edit] If you have completed all the achievements, defeated all the bass crowds several times, collected several diamond stacks and created a city, consider modernizing your world. Here are some suggestions: Make roads and railways to every part of your world that you'll ever go. Make multiple cities, connecting them with several. Build a giant mansion for yourself. Build each type of farm, and make as many automatic. Build a giant bridge across the ocean. Minecraft is a universal world, and you will never run out of ideas of things to build, fight, and find. What you do depends on you. Edit code]