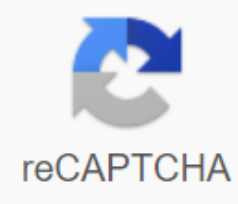I'm not robot

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Continue

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Minecraft unblocked free download

Excuse! This version of Minecraft requires a keyboard. Try again on another device. HOW TO FIX INVALID JAR ERROR!! First, delete the magic launcher, and just that. Make sure you don't have any junk downloaded (meaning all you should have are important files and modloader, mods, and texture packages). Then download the magic launcher again and run the magic launcher. go to setup and it will work. REMEBER!! PRESS NO WHEN IT PROMPTS TO UPDATE!!! Send me an email if you need help. Do not download: fix errors. Insta buildings mod. File Size: 225 kbFile Type: zipDownload File minecraftsp_4.jarFile Size: 139 kbFileType: jarDownload file magiclauncher_1.1.7.zipFile Size: 375 kbFileType: zipDownload file modloader-1.5.2 ZipFile Size: 199 kbFileType: zipDownload file optifine-hd-d2-standard-1.5.2.zipFile Size: 1388 kbFileType: zipDownload File Warning: Minecraft is 1.5.2 and may not work on all computers. To install mods install magic launcher and modloader 1.5.2, and open MagiclauncherJava or magic launcher with a java sign on it. then open it up and press no and then press setup and add modloader then add optifine. Then add modloader mods only. villageupmod1.5.2.zipFile Size: 53 kbFileType: zipDownload File mutant-biome-mod-1.5.2.zipFile Size: 92 kbFileType: zipDownload File moretntmod1.5.2.zipFile Size: 422 kbFileType: zipDownload File Element-arrows-mod-1.5.2.zipFile Size: 25 kbFileType: zipDownload File Element-sword-mod-1.5.2.zipFile Size: 16 kb File Type: zipDownload File flintlock-weapon-mod-1.5.2.zipFile Size: 145 kbFileType: zipDownload File more-player models-mod-modloader-1.5.2.zipFile Size: 171 kbFile Type: zipDownload File single-player commands-1.5.2.zipFile Size: 950 kbFile Type: zipDownload File Note: weebly only allows files up to 10 GB so if you see a download you want but it is not downloadable, please send me an email. 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Even if these sites are listed as safe by us, to maximize your computer's security, you should always only download files from verified, secure websites such as feel and trust. GameSkinny also does not support violations of your school and workplace policies. Always prioritize your work and school responsibilities rather than fighting creepers! In addition, we do not support pirating Minecraft. Please respect the rules of your institution and support the developers who have created Minecraft (or your favorite game) whenever possible. Potential players should also be aware that the following Minecraft downloads will have some limitations, such as only offering one version of Minecraft for download. If you want to play the latest version of the game, the best option is to pay for and download Minecraft from Mohjang's official website. Now, let's talk about where you can go if you need a Minecraft solution but can't access the game. 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Some users report that this site download is not working. If you have a problem, follow all the following instructions by Timtech carefully: Download and extract the files (do not extract to the folder minecraft18). Copy the Minecraft folder to the App Data folder. To access this, go to start menu > Run > enter %app data% or go to the search box and enter %app data%. You can even use Command Prompt and type start %appdata%. After copying the files, download the Minecraft launcher from Mojang. Turn off the Internet (unless it's already blocked). Open the Start start bar and click Play Offline. If the game wants you to log in again, enter a fake username and password, and then when the login fails, click Play offline. Undoubtedly, TimTech's download is the most complicated Minecraft unblocked download of the bunch. But if you are desperate to play Minecraft ... You do what you have to do, don't you? To play Minecraft Unblocked First, check that the download is a .jar file When it fully downloaded, simply open the file file resulting launcher should be the same - or similar to - header You can choose to enter a username or not, even if most of these downloads do not require a username Select Enter Game; or hit enter Enjoy! Browser-based optionsDo you want to play Minecraft, but don't want to download anything to your computer? Enjoy this unique 2D customization in Scratch ---Have downloaded an unblocked version of Minecraft? What was your experience like? Do you know any sites we don't? Let us know in the comments! As discussed in: Minecraft is a game about breaking and placing blocks. At first, people built structures to protect against nocturnal monsters, but as the game grew, players worked together to create amazing, imaginative things. It can also be about adventure with friends or watch the sun rise over a blocked sea. It's pretty. Brave players fight terrible things in Nether, which is more terrifying than pretty. You can also visit a country of mushrooms if it sounds more like your cup of tea. What's new: 1.16.3 contains two repairs listed below: MC-196449 – Piglins, piglin brutes, hoglins and zoglins have difficulty figuring out the player when attacking. MC-198678 - To give an item and a gold ingot to a baby piglin and kill it duplicates the element. 1.16.1 is a minor update to Java Edition released on June 24, 2020, which resolves stability issues with Realms. It is not compatible with 1.16 servers. 1.16, the first release of the Nether update, is a major update to Java Edition announced on MINECON Live 2019 and released on June 23, 2020. This update overhauls Nether by adding four new biomes, four new mobs (piglin, hoglin, zoglin and strider), and a number of new blocks, including many variants of blackstone as well as respawn anchors used to put the player's spawning point in Nether. It also adds one new netherite tier of equipment, obtained through ancient debris found rarely in the whole of Nether. Multiplayer Added a legal disclaimer when you click the multiplayer button from the main menu: a new information screen informs the player that Online Play has not been rated. Performance Optimized chunk rendering performance, especially for bits with many different block states. Network Management Improved network management of invalid biome IDs. Changes: Block Saplings Oak and birch saplings grown with a flower 2 blocks away within a 5*3*5 area centered on sapling has a 5% chance of generating a bee nest on the side of the tree. Mobs Bees No longer anger when a nearby nest/hive is destroyed using a Silk Touch tool. Horses The texture of the horse armor track in the horse GUI has been modified to reflect today's horse armor textures. World generation Bee nests Now have a 2% chance of spawning in flower forests. Now have a 0.2% chance of spawning in the forest, hills, birch forest, high birch forest, birch forest hills and high birch hills birch Game status effects Effects are now saved when they are overwritten by an effect of a higher amplifier. A beacon effect will only temporarily overwrite a lower amplifier potion until the beacon effect runs out. General block models Added gui_light in models to allow lighting management when rendering model as an element of a GUI. If set aside, the model will be rendered as a block. If set to the front, the model will be shaded as a flat element. Game window Now displays the session type in the window title, such as single player or multiplayer. It also specifies the type of server the player is on in multiplayer mode, such as on a LAN or third-party server. Profiles report Now record more information about performance issues. [2] Textures Removed a stray pixel from the bottom right of the critical particle texture. Repairs From released versions before 1.15 MC-862 – Spawn protection does not work for element frames, paintings and armor racks. MC-1541 – Beacon effect removes potion effect of the same type. MC-51053 – Furnace mines lose power after navigating corners. MC-88038 – Furnace mines go backwards when turning corners. MC-106468 – The final crystal beam has the wrong texture on one side. MC-150575 – Concrete powder does not turn into concrete when released next to water. MC-153987 – Falling down ladders while wearing elytra. MC-166319 - B on Open in browser is lowercase in link verification GUI. MC-167018 – Misplaced pixel in critical hit particle texture. MC-167079 – Horse Armor texture is off. MC-167416 - Distance from where a monster will stop you from sleeping is outside the center. From 1.15 MC-165695 - Hoppers harvesting honeycomb from bee hives and bee nests just pick up a honeycomb. MC-166312 – Loom UI pattern icons are too dark. MC-166324 - Raw input button is lowercase. MC-166397 – Devices turn white from certain angles when affected by glowing and invisibility effects. MC-166722 – Some custom item models appear dark in the warehouse. MC-167201 – Invisible glowing devices do not respect their layer color. MC-167219 – Loading a resource package enough times will cause intense delay. MC-

167220 - Elements on marker armor no longer stand glow. MC-167235 - Distance from where you can enter a bed is outside the city center. MC-167344 – com.mojang.blaze3d.platform.ClipboardManager leaks direct buffers. MC-167444 – iron_golem_crackiness_* textures appear on invisible iron golems that are damaged. MC-167709 - Bees that drive a boat, minecay or other devices when they enter the hive or nest cannot leave the hive or nest again. MC-168091 – Concrete powder is not converted into concrete when dropped into deep water. From 1.15.1 MC-168230 – The final crystal beam is dark/saturated. MC-168467 - Bees don't remember how many crops they've pollinated. 168657 – Mc-168657 – leaks buffer. MC-169157 - Breaking a hive with an obstructed front makes bees disappear. Previous versions: Today we launch 1.14.3, a release that tweaks some game features and addresses bugs found in 1.14.2. We also plan to release a 1.14.4 to solve further problems, but for now, you can enjoy the new update! Changes in 1.14.3 Items can now be repaired by making them back together back the enchanting system of how it was before 1.14 Torches, lanterns and pressure plates can now be placed on glass panes and iron rods Lanterns can now be fixed under iron rods and glass panes Saturation is no longer necessary for How did we get here? advancement You can now turn off raids with '/gamerule disableRaids true' Patrol changes: Vindicators are no longer part of patrols Doubled the minimum time to spawn from 5+ (up to 1) minutes to 10+ (up to 1) minutes Patrols no longer spawn if the block light level forbids monster spawning Patrols are now allowed to spawn in some biome except mushroom biomes Villagers who are panicking now have a greater chance of spawning Iron Golems, provided they can occasionally work and sleep Last slept and last worked are now stored properly for Villagers Farmers now spend more time on farming when working Farmers can now always give away food even if other villagers do not need it Improved performance Fixed bugs MC-47699 - Blazes are able to see a player through blocks MC -72390 - Rcon is not thread-proof MC-74407 - Villager inventories can get into a state where villagers can not do anything useful MC-93892 - Fire / Flame arrows and fireballs set player on fire even when blocking with shield MC-110004 - Enderman / blaze does not drop experience when hit with splash / lingering potion MC-123836 - Double blocks are not loaded in structures MC-124170 - Performance problem with particles causing lag MC-129491 - Advancement location trigger works inconsistent for structures added in 1.9 or later MC-138053 - Gamerule spectatorGenerateChunks becomes fake preventing bits from being loaded MC-139257 - Server crash on reload when worldborder is changed. MC-141301 - Illager patrols spawning on blocks mobs should not spawn on, such as plates, carpets, stairs, etc. MC-142360 - Pillager's patrols can spawn arrow bearings on top of trees inside a leaf block MC-143369 - Wandering trade text involves handler update MC-144107 - Miscalculation of camera position in window mode on Linux MC-144507 - The legs of cats cut through to the top of the model MC-144929 - When there is water over a water source, other water sources flow next to the water source beyond mc-145863 - Villagers breed even if there are not enough beds MC-146433 - Double Chest shows not custom name MC-146835 - Illager captain spawned from raid will still give poor notice effect to the killer, causing raids to never end MC-147619 - Foxes who a player will still avoid wolves and other players they are angry against instead pursuing them MC-147851 - Villagers often run straight into mobs they try to avoid MC-148600 - Zombie pigs will spread their anger forever if they can continuously respawn MC-148610 - Hostile mobs spawning at the top Trapdoors, Glowstone and Sea Lanterns MC-148986 - Low-tier enchanting from lv.30 standard enchanting setup MC-149372 - The game crashes when opening a 1.13.2 world MC-149443 - Iron golems spawn too often MC-149518 - Skylight appears under blocks MC-149877 - Baby foxes suffocate when jumping under blocks MC-150319 - I can't upload my minecraft world after doing/killing MC-150401 - Chickens suffocate if jumping while under a solid block MC-150954 - Arrow storage Patrol spawn is far away. Spawning too close to each other, in strange biomes, and too frequent. MC-151079 - An employed villager quickly becomes unemployed and employed when he works, even if the workstation has not been deleted. MC-151084 - Chunk rendering is slow and random in 1.14.1 (pre 1) MC-151144 - Hostile mobs in lazy bits no longer count against mob cap, breaking mob switches MC-151185 - Game crash after breaking villager interest MC-151337 - Mob spawn rate for high MC-151346 - Crash while F3 menu trying to access codes while / reload-ing MC-151395 - Farmers make bread only when they pick up at least 3 wheat at once MC-151566 - Pillager's patrols can spawn outside the world's border MC-151710 - Enties do not work in power-loaded bits MC-151753 - More than one raid can take place in a village MC-151771 - Villagers try not to run away from zombie villagers MC-151772 - Mob cap in the hundreds to over 1,000 per player. MC-151802 - Spawning causes massive TPS CPU load on a flat world. MC-151989 - Players in survival won't get Dolphin Grace effect if Dolphin can't make way to play MC-151995 - Patrol Leaders spawning without banner MC-152044 - Baby trader llamas immediately disappear MC-152053 - High client-side team when stamps activate MC-152228 - Can not / summon trader lama MC-152542 - Resource Warning Codepoint '1ed0' declared several times in minecraft: textures / font / accented.png MC-152638 - Villager trade GUI does not close when a big change happens with villager, which leads to free trade and fast stock refreshing MC-152810 - Cat's natural spawning causes Null Pointer Exception MC-153221 - dragon fireball causes FPS to crash MC-153222 - Broken / incorrect recipe files cause a data packet not to load with nothing in log MC-153470 - The language map does not close internal en_us.json file after reading MC-154000 - When dispenser places shulkerbox it reduces stack twice. MC-154080 - Wandering Trader trading GUI does not close when Wandering Trader changes dimensions so you can trade infinite MC-154081 - Opening survival inventory when opening the world game MC-154092 - Zombie Pigmen lose aggro even when they are within range and have a line of sight MC-154239 - NPE server crash when painting devices spawn with mob spawn eggs are stored MC-154328 - The Village Siege (Zombie Siege) never happens Previous version: Today we launch 1.14.2, a release that resolves some issues again from 1.14.1. We wanted to release these fixes as soon as possible as they had a huge impact on gameplay, but we also have a bunch of minor critical bug fixes dropping soon in an upcoming 1.14.3 – stay tuned! Changes: All light will now be recalculated the first time you open a world stored in a pervious version Error occurred while loading regions now print more diagnostics to log file Fixed so parrots can spawn on grass blocks and not just on grass Added server-side chunk count to troubleshoot screen Modified raider spawning so that they can only ever spawn in fully loaded bits Session search radius for bells when starting a raid from 48 to 64 Blocks Fixed Bugs: MC-152824 - Fixed in doorways and fence gates MC-147715 - Devices clip through blocks after traveling through a final gateway MC-142134 - Light sources spontaneously do not work in any bits MC-147715 - Devices cut through blocks after traveling through a final gateway MC-148933 - You can't swim while sneaking mc-149111 - When hovering over a world that needs to be updated, the game calls the current version a snapshot even if it is a release MC-149916 - Teleport long distances on servers leads to that you cut in the ground MC-152272 - Server stops responding after logging out error MC-148898 - Hebrew letters are not assigned their correct textures MC-148627 - Swimming up to a roof makes the player crouch MC-16883 - Villagers play trade sound several times overlapping on shift-16883 - Villagers play trade sound several times overlapping on shift-1 click MC-90423 - Ender Dragon makes breath attack on the highest block located in the middle column of the portal MC-140174 - No item pickup sound when a villager picks up an item MC-142134 - Light sources spontaneously do not work in any bits MC-145730 - Iron golem attacker not players when you meet the villagers MC-147431 - Max item stack amount can be skipped using new villagers trades menu MC-148064 - Ghost End Crystals stay behind after destruction on ducks dragon respawns MC-148073 - Beacon beam does not have the right color if the colored glass is not directly on top of the beacon MC-148626 - Shulker boxes lose their names MC-148677 - Mobs do not spawn on soul sand MC-148805 - Breaking an empty shulker box into Creative mode causes it to drop mc-148847 - Guardian zapping noise is looped when played MC-149511 - No sounds for villagers planting crops MC-149993 - Cut Sandstone Plates are not part of the plates block tag MC-150170 - Animals , Villagers, elemental frames, armor racks, etc disappears MC-150414 - To construct and place a closes red with new Villagers to occasionally put items to you to thank you! MC-150969 - The Wither attacks undead mobs MC-151047 - Trader llamas disappear instantly when they are bred or spawned with a spawning egg MC-151062 - Grindstoning an enchanted book without a custom name names the new (unenchanted) book Enchanted Book MC-151185 - Game crash after breaking the villager's interest MC-151329 - Major FPS drop after running a mob farm for 30 minutes MC-151365 - Fiery arrows can light water-filled bonfires MC-151418 - Observers do not update redstone proper MC-151674 - RegionFiles are not closed when they are ejected from cache What's new in 1.14.0 Features Many improvements availability! Added bamboo blocks in the game Added bamboo jungles in the world Added barrel Added to the watch Added yummy sweet berries and sweet berry bushes to the game! Be careful not to jump merrily through the bushes though... Added blast oven Rewrote the book and quill editing to be more intuitive Added campfire Added cartography board Split cats and ocelots to their own creatures and updated cats with new features! Added compost Added crossbows Added many new blocks! Added many new decorative blocks! Added fletching table Added new dyes and flowers Added some community suggestions Updated credits list Added to game buttons for reporting bugs or giving feedback Improvements to invisibility to allow it to properly work in many cases where it did not, but you expect it to add grindstone functionality Added 'Hero of the Village' effect Added leather horse armor Added lectern Added to loom Existing special banner patterns can now be created to a new item that is not consumed when used, Banner Patterns Added a new Globe banner pattern and item We now use the new textures! Added new notebook sounds Added pandas Added Illager patrols Added Pillagers Added Arrowlager Outpost Added Ravager Added Wandering Trader Rewritten sign editing to be more intuitive Added smithing board Added stonecutter Added suspicious stew – hmmmm! Trade changes Villager changes Biome-based architecture for villages ACCESSIBILITY There is a new accessibility menu that provides a useful place for all our accessibility features to be exchanged When the narrator is turned on, buttons will be told on focus Most screens allow tab and shift + tab navigation through buttons, edit boxes and other UI items Most lists allow up/down arrow keys to navigate through them We have added a new option to screw up the background of all transparent text elements, which should help make them more readable for some people BAMBOO They call it exotic. It's just people who speak for amazing. As it is, which is why we are so happy that we added it to the game. Available in jungles and the two new biomes: bamboo jungle bamboo jungle hills Can grow to a maximum height of 12 to 16 blocks Sprinkled with bone meal, bamboo will grow with one or two bamboo blocks on top When hit with a sword, bamboo will immediately break Two bamboo can be made into a single stick Can be used as fuel, with four bamboo required to melt a single element Bamboo can be placed in flower pots Bamboo can also be found in shipwrecks and jungle temples FAT Make a barrel roll! Save things in them! Rotate them! Find them in villages! Bells Ding dong, who's there? A RAID? GET IN!!! Trade with certain villagers to get hold of the clock Use the clock to alert villagers about nearby danger A villager will ring the bell to alert other villagers about an impending raid Ringing bells revealing all nearby mobs that may appear in raid BERRY Delicious! Not very filling! Plant your berries in the ground and see with your special eyes as they grow up into a strong, independent bush! BERRY BUSHES Usually found in taiga, taiga hills, and taiga mountains Rarely found in snow-capped taiga and snow-capped taiga hills and snow-capped taiga mountains You can stand inside them, but be careful, it will hurt to move Have four varieties of growth: sapling, no berries, some berries, full berries Drops one or two berries in the younger stage, then two or three in full growth stage Supports bone meal! Does not support silk touch! BIOME-BASED ARCHITECTURE FOR VILLAGES Villages have been given an updated look, with several new themes The theme depends on the biomet the village is in, taking both climate and available resources into account Using the new mysterious jigsaw block for generation Adds new structure files, used a few actually BLAST FURNACE A new oven upgrade that allows you to melt orcs and melting metals faster than the traditional oven Can be made via three smooth stones, an oven and five iron blocks Added to the world generation in some villagers campfire Come one, came all, and shake your bowls around the fire! A decorative without fire scattered Cooks up to four foods, but slowly Acts as a smoke signal you can see very (VERY!) far away when a hay bale is underneath (hint: think notebooks!) Cozy light source Can be lit/unlit CARTOGRAPHY TABLE New functional block that provides an easier way to make maps New map functionality with cartography table Map Locking: allows you to lock maps in the cartography table with a pane of glass so that they can no longer be changed UI to further represent what the recipes actually make functionally made with two planks and two paper CAT AND OCE OCELOT SPLIT-fusion! Stray cats can be tamed Tamed cats can give lovely (or less gorgeous) morning gifts to their owners Ocelots can no be tamed, but can start to trust you if you feed them with fish Phantoms are terribly afraid of cats - how convenient! Cat collars can now be dyed Added more new cat skins! COMMUNITY SUGGESTIONS When it turns you have good suggestions! The leaves now have a small chance of dropping sticks Chorus fruit flowers now break when shot by an arrow Dead bushes can now be used as oven fuel rabbit stew and beetroot soup has been changed to a shapeless recipe Creepers will now release records when killed by Stray in addition to skeletons Dispensers with shulker boxes have a 100% drop rate COMPOSTER Instead to eat vegetables you can make fertilizer from it! Made with 3 planks and 4 fences CROSSBOWS This is such a fearsome weapon that it makes us tremble! Shooting arrows with base power a little stronger than the arc, but has less durability Three unique enchantments Fun, challenging advances New load mechanics Unique load animation ENCHANTMENTS Choose from the following three enchantments for your crossbow: MULTISHOT (I) Have ever wanted to shoot more than one arrow at once? Look no further! With the multishot, the crossbow splits the arrow into wood, shoots the usual arrow straight ahead and two more at angles off to the sides! Can not be combined with piercing PIERCING (I, II, III, IV) With this pointed enchantment, arrows shot from the crossbow can travel through mobs, hitting more than one per shot The number of mobs that can be damaged by a single arrow is equal to the level of this enchantment + 1 Cannot be combined with multishot QUICK CHARGE (I, II, III) Each level of rapid charge reduces the time it takes to charge the crossbow by 0.25 seconds LOADING mechanics to charge the crossbow , hold down the Use button When the crossbow string is fully retracted, release Boom! Your crossbow is now loaded and ready to shoot with a single click on the Apply button DECORATIVE BLOCKS Oh my, a bunch of new blocks! Changed all existing stone slabs to smooth stone slabs (same look, new name!) Changed all existing characters to oak signs (same look, new name!) Made smooth stone slabs craftable from smooth stone Laid fir, birch, jungle, acacia and dark oak signs You can now change text color Added stone stairs and slabs Added polished granite stairs and slabs Laid diorite stairs, slabs and walls Added polished red sandstone stairs and slabs Added smooth quartz stairs and slabs Laid brick walls Added stone brick walls Added moss stone brick stairs, slabs and walls Added to nether brick walls Added end stone brick stairs, slabs and walls Added prismarine walls Added red sandstone walls Laid red yarn brick stairs, slabs and walls Added smooth sandstone stairs and slabs Added mossy cobblestone stairs and slabs Made smooth stone by melting stone Made smooth sandstone achievable by melting red sandstone Made smooth red sandstone achievable by melting red sandstone Made smooth quartz achievable by melting quartz block Changed the recipe for signs to require all the same wood type, not any three type of DYES We have been dyeing to tell you more about this! Separated bone meal, ink sac, cocoa beans, and lapis lazuli in their own dyes Unified all dye names (red, yellow and green dyes no longer have special names) Added new recipes to get colored stained glass and colored carpet FLETCHING TABLE Made with four planks and two flint villagers use it as a work place FLOWERS Get your green fingers! To celebrate our new dyes, we added ... Flowers! Say hello to cornflower, nechir rose and lily of the valley Be careful with the deserved rose! Don't let its muted beauty lull you into a false sense of security... Fox What do they say? ... but really, what do they say? Foxes come in two varieties: red and snowy Foxes are nocturnal Foxes will hunt rabbits, chickens and fish Foxes are hunted by wolves and polar bear Foxes are nimble and fast, so sneak up on them carefully! Breed foxes with berries If you breed two foxes, their offspring will trust that you always trust that foxes will forever defend you, but will still eat your chickens Foxes like to eat something and every food they find on the ground You can find a fox exploring a nearby village at night GRINDSTONE Moved fixtures and making of tables that repair in grindstone , this will be its new home Has the ability to remove all non-curse enchantments from an item; for each enchantment removed any XP is refunded HERO OF THE VILLAGE Hero of the Village effect causes the cost of trades with villagers to be reduced by a percentage and scales with level of effect. Hero of the Village also leads Villagers to occasionally put items to you to thank you! HORSE LEATHER ARMOR Added a new armor type for horses Color it in many (yes, many!) of different colors ILLAGER PATROLS Spawn in the world as a pack of five random villagers Spawn in all varieties of Plains, Taiga, Deserts, Savanna Scary-spooky new banner can be found a top patrol leaders lead lead lantern wait, another new block!? The lantern is a new light source The lantern can be placed either hanging under a block or on top of a block It provides a little more light than the torch LECTERN Ermahgerd berks ... Holder... Thingy? Right click on an empty pulpit to open Current page is persistent and divided between all readers Emit redstone pulses when the page is changed Use a Comparator to get book reading progress LOOM Bröther, can I have any lööm? New and easier way to be able to patterns on banners, can still only use six max patterns on a banner banner patterns now only require one day to create patterns, instead of one to eight (depending on the pattern) Special banner patterns (ox-cheeky daisies, creeper skull, witherlett skull, enchanted golden apple) can now be made. These patterns do not use the pattern element when used in the old pattern recipes in the craft table to apply patterns on banners have been removed NEW BLOCKS Even more! Can you believe it? Added barrel Added barrel Added blast oven Added cartography table Added fletching table Added grindstone Added lectern Added to smithing table Added stonecutter Added village clock NEW TEXTURES The extraordinary Minecraft Texture Update has been available on minecraft.net for a while, and now it's finally available as standard in the game We've renovated the old textures of Minecraft and polished them for a new beginning If you feel nostalgic you can always activate the old Programs Art textures in resource package menu NOTEBLOCK 5 new Noteblock sounds are added: Iron Xylophone, Cow Bell, Didgeridoo, Bit, and Banjo 1 previously existing but unused, sound effect has now been made available: Pling The new Noteblock sounds can be heard using Iron Blocks, Soul Sand, Pumpkins, Emerald Blocks, Hay Blocks, or Glowstone PANDA We are bring pandamonium! Pandas come in different colors ? and personalities! There are even rumors of a brown panda... Pandas love bamboo! They like cake too Pandas can be bred, and the cubs can inherit properties through a special panda heritage system Pandas spawn naturally in the new bamboo forest biome Pandas release bamboo when killed. Don't kill pandas :(Most importantly: pandas are cute and terribly stupid! The babies are generally even dumber than their parents. Stupid panda cubs! PILLAGER A new type of bearing that, well, looting! Pillagers use a new weapon, crossbow! PILLAGER OUTPOST As if finding arrow bearing patrols out in nature wasn't scary enough, keep an eye on during your explorations, and you can only find one of its outposts Can be found in stone villages generating in Exploiting the new mystery block, jigsaw, for generation RAIDS If you find a firearm wearing a banner on your head, be careful not to kill it! If you kill it, you may find yourself facing a Bad Omen if you find yourself with a bad sign buff, be especially careful not to enter a village if you go into a village with it? Good luck! RAVAGER A fearsome new enemy packing a bit of a wallop. Take your sword and get ready to get knocked around! REWRITING BOOK AND QUILL EDITING The pen is more powerful than the sword. Unless you're fighting an Arrow bearing! Movable free text editing cursor Markup support Copy and paste Keyboard and mouse handling Improved page filling and line wrapping Increased book length (100 pages) CHARACTER EDITING rewrite Movable for free text editing Selection Support Copy and paste scaffolding Here to make your life easy! No strings attached. Easily can be built Easy to destroy Easily can climb Easily the best use of bamboo SMITHING TABLE Made with 4 planks + 2 iron ingots Villagers use it as a place of work SMOKER New oven stone + an iron ingot SUSPICIOUS STEW Hmmmm ... Found in buried ship treasure chests Also craftable! Whoever eats this stew will be imbued with an unknown effect for several seconds! Whoever crafts stew will know what effect they gave it TRADING CHANGES Many new trades have been added Villagers now level up in a new way Trading UI is updated (VIA) Trading prices now depend on your reputation and on request Villagers will fill up to twice per day (if they can work at their workstation!) Added visual trade; Villagers will show the item they want to shop for your own commodity VILLAGER CHANGES Villagers and zombie villagers now have new fancy skins Added mason profession Curated zombie villagers keep their handler Villagers now have a daily schedule. For example, they will go to work and show up at the village bell Every villager will try to find their own bed and workstation Each profession has a specific block that acts as a workstation for them (eg. lecturing chair for librarian and boiler for leather works) Village detection is now based on beds, workplaces and meeting points instead of doors Iron Golems will spawn when enough villagers meet WANDERING TRADER A mysterious trader who can be randomly found around Giving various random trades from a variety of different biomes Is escorted around by some llama with some cute new decorations! (Careful! They can be temperamental) TECHNICAL New optional code for block elements: BlockStateTag - contains maps of block state properties to be overwritten after the block is located (note: The item model is not affected). The Creative Menu Search Box now accepts tags (starting with #) Tooltips in the creative search menu now show the item's tags New model set custom_model_data, supported directly by CustomModelData integer NBT field Extended NBT path syntax New subcommands for NBT manipulation and query of New chat component to display values from NBT Textures for portion effects, paintings and particles are now divided into individual files. As a side effect, they can now be animated in the same way as blocks and elements. Sprites for particles can now be configured in resource packages (although the particle still controls how to use them). Added device type codes. works accurately accurately same as others (blocks, elements and liquids, etc). Saved in tags\entity_types\ Added a feature register Added a registry for decorators Added a registry for carvers Added a registry for surface builders Element lore tag now uses chat component syntax Profiles showing now time spent waiting for the next check mark (mostly idle or waiting for asynchronous tasks). Previous root is now listed under cross Paintings and item frames in item form now supports EntityTag (same as spawning eggs) Command parser now accepts' as string quotation marks. Inside '-quoted string is handled as normal characters and requires no escaping (and vice-versa) - so now it's easier to enter text components into the NBT New Light engine! loot command - evaluates loot commands items in various contexts Block drops are now controlled by loot board Players, armor stands and wither now have loot tables Performance Improvements Added schedule command to delay execution of functions Time arguments in time sets, time add and schedule function can now have units (t - ticks, s - seconds, d - days). Fractions are allowed (for example, 0.5d), but the result will be rounded to the nearest integer. teammsg command - Sends a message to all players on your team. ADVANCEMENTS Device Type Predicates now accept codes (#baz) DAMAGE SOURCE PREDICATE The damage source predicate now has the option: is_lightning ENTITY EQUIPMENT PREDICATE Entity predicate now accepts the equipment field This predicate can contain up to six fields: head, chest, legs, feet, main hand, offhand If this predicate is not zero, the test will fail for devices that do not have equipment (that is,, not mobs, players or armor stands) ENTITY FLAGS PREDICATE Entity predicate now accepts flag fields Available fields: is_on_fire, is_sneaking, is_sprinting, is_swimming, is_baby CHAT COMPONENTS type fields in @ selectors now accept device type codes (type = #fooand type = ! #bar) then frame content can now be changed with /replaceitem DATA change Use operation on selected fields Basic operation: set - replaces value append Object Operations: Merge Sources: From - Copies Value from Existing Code Value - Uses NBT literal EXECUTE run if data (and run with less) when used as command, the return count of matching items when used as part of the command, continues on non-zero (if) or zero (unless) count LOOT SOURCES fish [tool [mainhand|offhand] - using fishing context loot - using loot chest context (can also be used for advance pricing and cat gifts) kill - simulates device drops mine [tools [mainhand|offhand] - simulates block drops TARGETS spawn - drops in the world replace - works similar to /replaceitem. If the number is missing, the command will try to place all returned items. If the quantity is higher than the number remaining tracks will be removed. device [] - replaces the range of tracks. block [] - replaces selection of tracks. give - inserts items into the player's player's (similar to / give) insert - inserts items into container (similar to shift left click) SCHEDULE Schedules function or tag to run in gametime ticks. Returns trigger time. All tags or features can only be scheduled once. If you call this command for the already scheduled function or code, older records are replaced. TEAMMSG General syntax: teammsg Sends to all players on the team of the player running the command. Available to all players on a team. ALIAS NBT PATHS Can now return multiple values. When used as a destination, change will be applied to each item When you specify location and no items are found, a new matching item is created: For example, new matching items will be created: For example, writing to Items[{Slot:10b}] will either find item in Items for Track 10 or create a new Add-in [{k1:v1,k2:v2}] to match objects in the list that have matching fields Add {k1:v1,k2:v2} to match objects in the list that have matching fields Add {k1:v1,k2:v2} to match objects (selects 0 or 1 items, mostly as protection against entries that do not match) Note: This also works with root object: {} is valid path for reference to root object Allow negative indexes in [index] to select item from the end (that is. [-1] is the last item, [-2] second last, etc) Add [] to select all items from the list LIGHT ENGINE We are de-illuminated to have a new light engine! Moved easy storage from bits to a separate structure Moved light calculation of the main wire (on the server) Added support for directional density of blocks (used by plates, stairs, snow layers, non-full block dirt-related blocks and extended piston base blocks) Also made enchanting tables, end portal frame block and piston base block block light proper LOOT TABLES Note: Some features and predicates (such as set_name, set_lore, fill_player_head, entity_properties) accept device target parameter. Possible values are: Block drops are now controlled by loot tables (stored in loot_tables/blocks/) Tables and pools accept features Added new loot table entry types: dynamic, code, options, sequence, group Added new loot table features: apply_bonus, explosion_decay, copy_name, limit_count, set_contents, set_loot_table, set_lore, fill_player_head, copy_nbt Added new loot table conditions: survives_explosion, block_state_property, table_bonus, match_tool, damage_source_properties, location_check, weather_check and two special modifiers: inverted and alternate integer values can now specify random number generator (available types: constant, uniform, binomial). If omitted, the standard to uniform loot tables has optional type, which is used to validate functional use (available types: empty, breast, fishing, advancement_reward, block). Using function that refers to data that is not available in the given context (such as block state in the fishing table) will lead to warning New device parameter in predicates: direct_killer - provides access to projectiles etc. this - usually device device action killer_player killer - primary source of damage direct_killer - direct source of damage (may be different than killer - for example, when killing with a bow, killer will be bow user, while direct_killer will be arrow unit) PERFORMANCE IMPROVEMENTS Improved performance of Redstone Wire when depowering. Improved performance of fish. Mobs that would spawn and then sewn off from being too far away from the player next tick no longer spawn. REFACTORING CHANGES TO RENDER OPTIONS Removed the option to turn off VBO in game settings. VBO is now always used. WORLDGEN Most biome related features now have a registry, and their configuration can be serialized. I wonder what this is going to be used for... Added Bamboo Jungle and Bamboo Jungle Hills biomes that behave like a normal jungle but have bamboo! Raspberry Pi Edition notes: Minecraft – Pi Edition runs on Raspbian wheezy with XWindows. If you need to set this up, go to and follow the detailed instructions in. Minecraft for Android: Minecraft is all about placing blocks to build things and go on adventures. Pocket Edition includes randomly generated worlds, multiplayer over a local Wi-Fi network, and Survival and Creative modes. You can create and create with your friends anywhere in the world as long as you have hands overs and battery to burn. Our latest update added the iconic Creepers. They're big, green, mean and exploding. But it's just one of many. Since Minecraft – Pocket Edition first appeared, we continue to add lots of new features, including... Food. Now you can cook and go hungry swords. Arches. Tnt. Chests Skeletons Spiders Beds Paintings Much more Minecraft for iOS: Minecraft - Pocket Edition is a Universal App. Play on any iPhone and iPad. It's constantly evolving thanks to our free updates. Minecraft is all about placing blocks to build things and go on adventures. Pocket Edition includes randomly generated worlds, multiplayer over a local Wi-Fi network, and Survival and Creative modes. You can create and create with your friends anywhere in the world as long as you have hands overs and battery to burn. Our latest update added the iconic Creepers. They're big, green, mean and exploding. But it's just one of many. Since Minecraft – Pocket Edition first appeared, we continue to add lots of new features, including... What's New in iOS: Support for iPhone 5's widescreen display