:Donna Marie's VERY-scaled-down, simplified version
of her boyfriend Mark's explanation of Minecraft basics:

http://2creativitycookbook.com Sept. 2015

When playing in the "Survival," "Adventure," and "Hardcore" modes of Minecraft, it is similar to other survival-based games as far as the objective. Along with keeping your wits about you and your "trigger fingers" at the ready, you must gather materials to *enable* your survival. The more you gather and the better the materials are, the more strength you gain in every way: health, protection, power, etc.

You begin with your character in what they call the basic *Steve* "skin" (skin = your character's appearance, including clothing). You can *create* a character skin if you want a customized look. If you play on a console (Xbox 360, Xbox One, PS3, PS4, PS VITA) you can download add-on packs which contain a variety of skins. If you use a PC you can download characteristics from other sites like MinecraftSkins.com and Minecraft.novaskin.me. Pictured here is Mark's "Indiana Jones" skin (left), also wearing armor with sword and shield (right).

The first action you take is "punching" down (your fist is the only "tool" you start with) the nearest tree to obtain wood for making a workbench and wooden tools

(pickaxe, regular axe, sword, shovel). These enable you to more quickly and efficiently gather other materials. As you locate and gather stone, iron and the rare diamond, you can make stronger, more efficient tools, including armor.
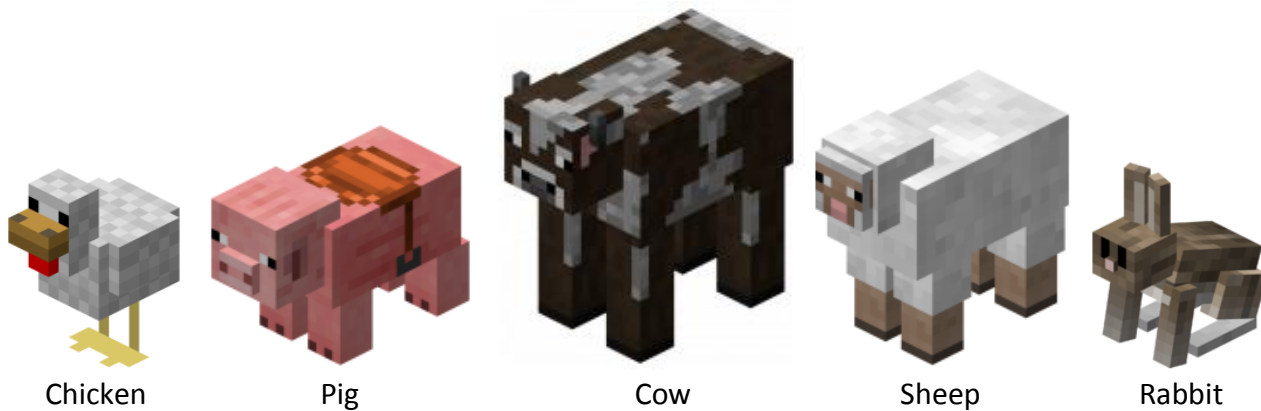
A few examples of supplies and tools:

You use these to build, dig, cook—and kill (animals for food or threatening monsters such as zombies, creepers, skeletons, spiders, etc.). A commonly known tip is what Mark calls the "4Ds": Don't Dig Directly Down—or up! Why? You can fall to your death *or* something—*any*thing—can fall *on* you.

A few creatures:

| Spider | Zombie | Armed Skeleton | Enderman | Creeper |

Since you expend energy as you play, you need to have an ample food supply. The more you move, the hungrier you get. There's a wide variety of food in the wild such as: pigs, cows, chickens, sheep, fish (you need to make a fishing rod) and mushrooms. Meat must be cooked, so you need to create items for cooking, including bowls and a furnace, *then* you need to find coal to *fuel* that furnace. If you come across a village with a farm you can harvest potatoes, carrots and beets which you can eat raw or cooked, and if you find sugar cane, you can bake!

A few animals:
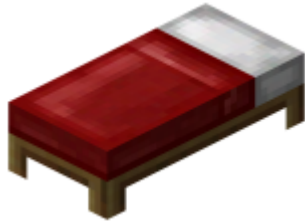

| Chicken | Pig | Cow | Sheep | Rabbit |

When you come across a village, the first thing you try to find is the blacksmith. If you find one, he has a chest of random valuables, along with furnaces for cooking if you don't have your own. If you're lucky, you'll find a library from which you can obtain books which later supply "fuel" if you want to make *enchanted* tools. You need to make torches for night time and to light dark spaces like caves. You need to construct a bed to sleep in and having armor and a shield for protection is a must-have. A bow and arrow is useful for long-range protection. You can also make things like boats and trapdoors, and the list goes on and on.

A few miscellaneous items:
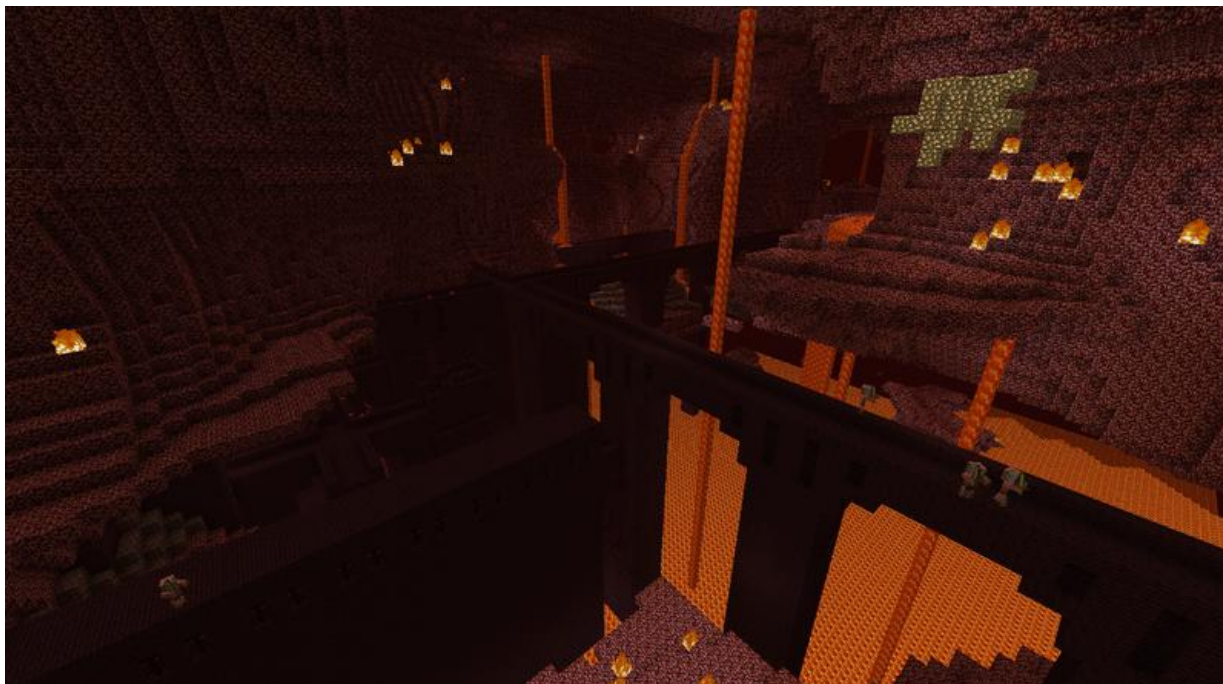

| Crafting Table | Bed | Furnace | Chest | Bookshelf |

An example of how things are constructed. You combine specific elements in specific patterns. Pictured here is a boat (the "oar" version is only possible in the Pocket Edition):

In addition to this, there is also a deep ocean biome in which there are water temples protected by guardians, *plus* TWO MORE completely different "world" dimensions! The beautiful biomes pictured in this blog are part of what Minecrafters refer to as the **Overworld**. If there's an *Over*world, there must be an UNDER World and there *is*—it's called **The Nether** (the equivalent of Hell; with other creatures, etc.). You reach this by *creating* a portal. In this image obtained from http://minecraft.gamepedia.com/The_nether is pictured a fortress in The Nether:

In the *other* dimension—**The End**—resides a black dragon breathing purple fire. You need a lot of luck and skill to conquer numerous, dangerous creatures in order to gather the magical items that enable access into this world in order to defeat the dragon. Doing so is considered by many to have *beaten* the game!

In these images obtained from http://minecraft.gamepedia.com/The_End are pictured a portal to The End and a dragon:

You can learn these basics, plus ALL Minecraft info you need here: http://minecraft.gamepedia.com/Minecraft_Wiki
*images of animals and creatures obtained from Minecraft Wiki
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