**GT New Horizons**

Lootgames

Lootgames is a mod that adds 21x21 block square, underground "dungeon" rooms that contain one of two mini-games. Rooms are shallowly placed, often with a small one block wide tunnel ascending towards the surface. While dormant, the central Puzzle Master blocks periodically play spooky, strobing or whispering sound effects while the player is nearby. Lootgames are notable for being one of the rare early-game sources for Brewing Stands, Enchanting Tables, Copter Packs and Coal Jetpacks before the player can craft them.
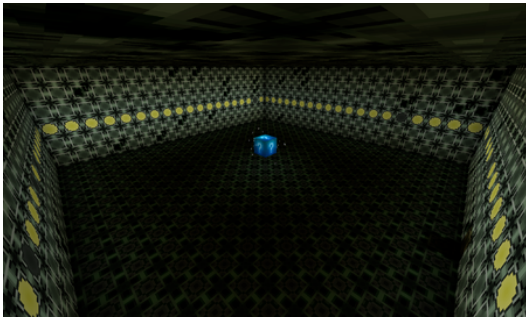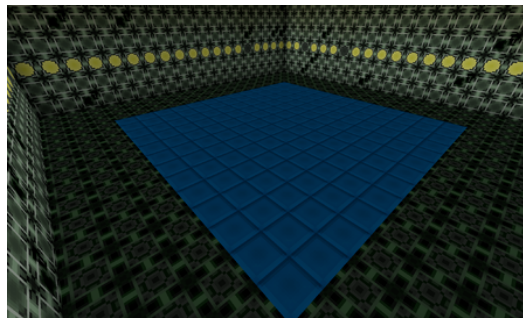

Lootgames Dungeon

Generated tunnel
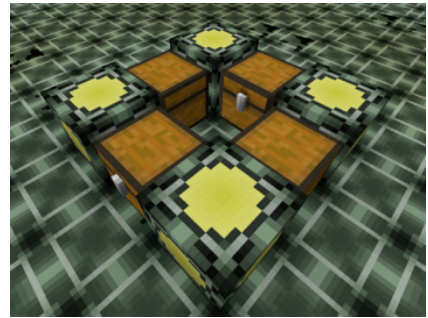
Reward chests

Level 1 Minesweeper

Structure

The Lootgames rooms are made of Dungeon Ceiling, Shielded Dungeon Floor, and Dungeon wall with a ring of Dungeon Lamps at the midpoint. The walls and ceiling are interspersed with Cracked variants, which have a mining level of Iron-2, while the normal Dungeon blocks and Lamps require Redstone-4. Broken Dungeon Lamps have only a Copper-1 mining level, but as they are located in the walls and only one block high at least an Iron level pickaxe is required to enter a Lootgames room. Dungeon Lamp blocks may transform into their Broken variant when harvested.

In the center of the room will be a Puzzle Master rainbow question mark block, which can be right-clicked to spawn a game and stop the sporadic audio cues. Either Game of Light (Simon Says) or

Shielded Dungeon Floor with Smart Subordinate. Upon completion the floor will disappear, spawning either a punishment if no levels were cleared, or one to four chests corresponding to the number of successful game levels.

A game cannot start if any of the blocks above the dungeon floor are not air. If the message "The construction whines drawlingly. Seems like there's no place for it: 21x3x21" happens, remove all non-air items in the three layers above the floor. Caved in gravel/sand, torches, even spawned grass or plants will prevent the game from starting.

"The structure seems to acknowledge your efforts…" message will be displayed each time a player successfully completes a level, and grant them one additional chest of increasing value at the game's conclusion. Several attempts are given for each game, and a game will conclude either when all four levels are passed or after 2/3 incorrect inputs (wrong symbol for Game of Light or uncovering a mine for Minesweeper).

Locating Dungeons

A completed dungeon.

If Unlimited JourneyMap is installed, locating Lootgames dungeons is relatively simple. Descend to ~Y60 underground/indoors and look for dull green square outlines with a yellow dot in the middle. If the local terrain is higher or shallower than average, it may be necessary to ascend or descend to see other slices of cave mapping to locate all the nearby rooms. Sometimes dungeons can appear incomplete on the map due to terrain. Previously looted dungeons will be a solid, pastel pine green square.
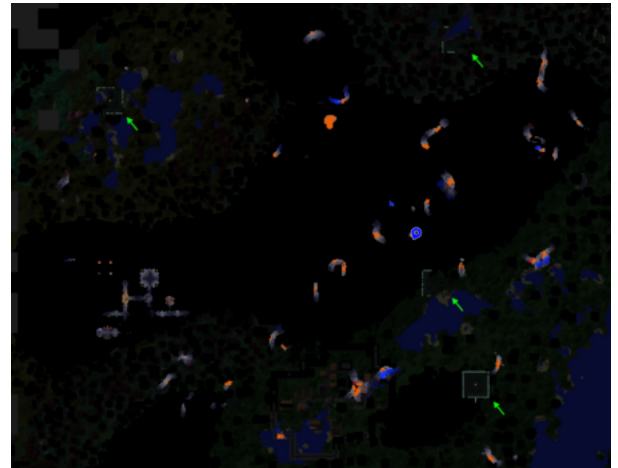
Unexplored Lootgames dungeons shown in JourneyMap, edited with green arrows.

If playing on a server with FairPlay Journeymap, finding the first lootgames dungeon is harder and mostly a matter of luck. Exploring shallow caves and listening for unusual sound cues will help, and searching deserts will increase the odds as well since the small tunnels that spawn adjacent to a dungeon collapse in sand and are obvious from the surface. Once the first lootgames dungeon is found, save at least one ceiling block to use later in the Ore Finder, making future discoveries significantly easier.

Minesweeper

This game follows the basic rules for Minesweeper (http://www.minesweeper.info/wiki/Strategy); each tile contains either a mine, a number, or is empty. The goal is to correctly flag all the mines and reveal all the other tiles, without uncovering a mine.

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More information

Right click the happy/angry face Minesweeper block to start the game, spawning a 13x13 field of dark cyan tiles. Left-click to reveal tiles, right-click to cycle through a red flag, white question mark and blank markers. Tiles with flags or question marks cannot be revealed even if clicked. The number of mines is shown in the upper left corner. All mines must be flagged by right-clicking to pass the level, spawning a larger grid with more mines.

Revealing an empty tile uncovers all adjacent empty tiles and numbers. A number between one and eight indicates how many of the diagonal and orthogonal tiles are mines. The first click/tile is always safe, and should be done near the center of the grid to maximize revealed tiles. Revealing a mine will cause the grid to explode, cause damage to the player, take away one of three chances, and restart the level with a fresh grid of the same size.
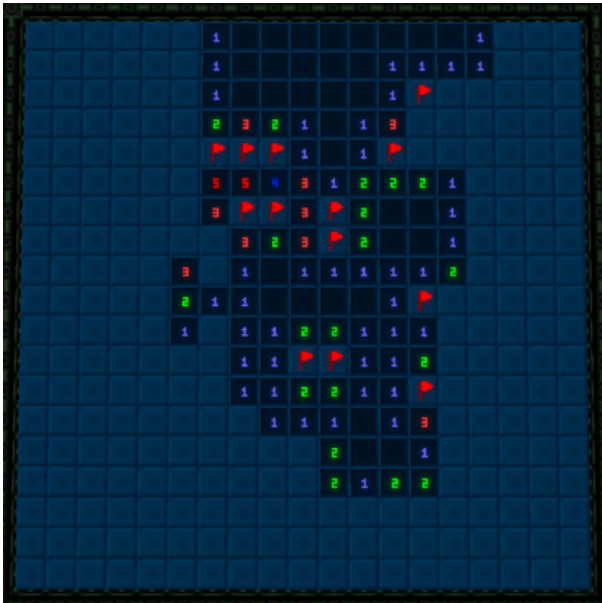
A level four game of Minesweeper in progress.

Grid	Mines	Chests
13x13	20	1
15x15	30	2
17x17	42	3
19x19	68	4

🔲 Game of Light

Game of Light is a memory colour matching test similar to the electronic toy 'Simon'; one of eight blocks will light up in a random pattern and the player has to repeat the pattern after by clicking on the correct blocks in the same order. Each success adds an additional symbol to the initial string of two. Any mistake completely resets the game, starting the player back at two symbols. Chest rewards will be based on the highest level achieved during two attempts. Unlike Minesweeper, this game has a time element. If the player waits too long between inputs the round will end in a failure, consuming one of three chances just as if the incorrect symbol had been chosen. However the game can be paused to bypass this limitation.

Right-click the Game of Light block to spawn the minigame. Right-click on the center question mark (?) block to start the pattern display. Once the display is complete, right-click each symbol in the same order as shown. At fifteen symbols and beyond, the game will start randomizing parts of the sequence

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More information

Sequence	Random	Chests
2 - 3	No	0
4 - 8	No	1
9 - 13	No	2
14 - 23	Yes	3
24	Yes	4
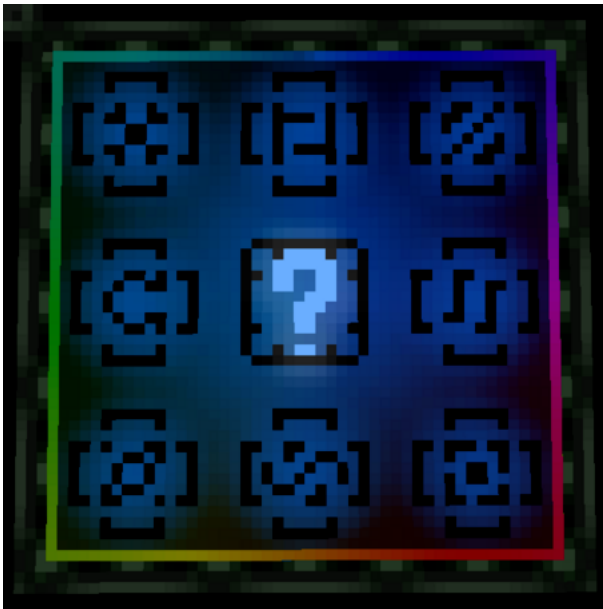
Clockwise from the top left, the lit colours are chartreuse, white, cyan, yellow, purple, red, green and orange.

Failure

If the player does not succeed in getting at least one chest, the structure will be displeased and spawn a punishment, either a horde of Zombies, an explosion or filling with lava. Smart players will have an escape plan before starting the game.

Achievements

Lootgames has eight achievements.

- Buried Secrets - Find a Lootgames dungeon and activate the Puzzle Master block.
- More luck next time - Fail a game with no rewards
- My precious - Win at least one level and get reward chest(s)
- Turn up the lights! - Activate a Game of Light minigame block
- Almost got the Brains - Complete Level 3 (but not 4) Game of Light
- Epic Memory - Complete a Level 4 Game of Light
- We need more flags! - Activate a Minesweeper minigame block
- There are no bad sappers - Complete a Level 4 Minesweeper

Rewards

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More information

Lootgames generates rewards based on files located at `/your_instance`/config/TooMuchLoot/loot/chest(1 to 4).xml.

2.3.2+

Chest1 Loot Pool   Chest2 Loot Pool   Chest3 Loot Pool

Chest4 Loot Pool

As of version 2.3.2 (Dev), the loot pool for Lootgames has undergone significant alterations (https://github.com/GTNewHorizons/GT-New-Horizons-Modpack/pull/13069/commits/a6dd2ad820cc30325 146b47c48cf47d58ce6baed). Many items were pushed to higher tier chests, while some of the most powerful tier skipping drops were removed, such as HV machine parts, Nether Stars, Stainless Steel and LV Solar Panels. More loot for Tinker's Construct modifiers, Pam's HarvestCraft rare trees, Forestry Bees and Thaumcraft were added.

Chest1	**edit (https://wiki.gtnewhorizons.com/wiki/Lootgames?action=edit)**
Bronze Plate, Iron Furnace, Treetap, Minecart, Hopper Minecart, Furnace Minecart, Chest Minecart, Hopper, Track, Ladder, Bed, Trapdoor, Iron Bars, Activator Track, Wooden Door, Cauldron, Comparator, Repeater, Bookshelf, Cookie, Better Barrel, Low Pressure Boiler Tank, Solid Fueled Boiler Firebox, Tank, Copper Casing, Tin Casing, Bronze Casing, Gold Casing, Iron Casing, Steel Casing, Lead Casing, Iron Plate, Copper Plate, Tin Plate, Wrought Iron Plate, Lemon Sapling, Maple Sapling, Olive Sapling, Peppercorn Sapling, Vanilla Sapling, Oak Drawer, Oak Drawers 1x2, Oak Drawers 2x2, Aluminum Gravel Ore, Centrifuge	

Chest2	**edit (https://wiki.gtnewhorizons.com/wiki/Lootgames?action=edit)**

Bronze Hull, Bricked Wrought Iron Hull, Silver Plate, Red Alloy Ingot, Red Alloy Plate, Rubber Sheet, Rubber Bar, Iron Tank, H.S. Track, Reinforced Track, H.S. Booster Track, H.S Transition Track, Elevator Track, Iron Tank Wall, Iron Tank Gauge, Iron Tank Valve, Tank Cart, High Pressure Boiler Tank, Liquid Fueled Boiler Firebox, Iron Door, TNT, Clock, Compass, Piston, Flint and Steel, Magma Cream, Reinforcement, Cheese Pizza, Neapolitan Ice Cream, Forest Hive, Meadows Hive, Modest Hive, Tropical Hive, Wintry Hive, Marshy Hive, Slimy Sapling, Diamond Chest, Upgrade Template, Drawer Key, Composite Vest, Brass Item Pipe

Chest3	edit (https://wiki.gtnewhorizons.com/wiki/Lootgames?action=edit)

Ghast Tear, Blaze Rod, Cake, Dolly, Steel Bars, Farm Block, Farm Gearbox, Farm Hatch, Farm Valve, Farm Control, Carpenter, Fluid Tank, Fence (Tier 1), Fence (Tier 2), Hard Wall (Tier 1), Hard Wall (Tier 2), Gold Tank, Thaumaturge's Boots, Thaumaturge's Leggings, Thaumaturge's Robe, Vishroom, Warded Jar, Burning Blossom, Necrotic Bone, Silky Jewel, Earl Grey Tea, Lemon Tea, Peppermint Tea, Silky Comb, Honey Drop, Apiary, Large Steel Fluid Cell, Electric Motor (LV), Electric Pump (LV), Conveyor Module (LV), Electric Piston (LV), Robot Arm (LV), Emitter (LV), Sensor (LV), Muffler Upgrade, Activity Detecter Cover, Fluid Detecter Cover, Item Detecter Cover, Energy Detecter Cover, Computer Monitor Cover, Drain Module Cover, Shutter Module Cover, 1x Tin Cable, 1x Copper Cable, Potin Fluid Pipe, Small Sodium Battery, Basic Auto-Chisel, Diamond Spike, Impregnated Frame

Chest4	edit (https://wiki.gtnewhorizons.com/wiki/Lootgames?action=edit)

Brewing Stand, Enchanting Table, Aluminum Bars, Item Transport pipe, Null-Logic Routing Chip, Basic Circuit Board, Enhanced Circuit Board, Refined Circuit Board, Intricate Circuit Board, Diamond Tank, Coal Jetpack, Copter Pack, Mining Pipe, Carbon Plate, Carbon Fiber Canoe, Ball of Moss, Cosmic Meatballs, Ultimate Stew, Golden Apple (ench.), Alveary, Division Sigil, Oblivion Frame, Soul Frame, Proven Frame, Item Filter, Large Aluminum Fluid Cell, Electric Motor (MV), Electric Pump (MV), Conveyor Module (MV), Electric Piston (MV), Medium Sodium Battery, Silicon Solar Grade (Poly SI) Dust, Item Conduit, Fluid Conduit, Machine Chasis, Redstone Conduit, Reinforced Obsidian, Fan, Sanitizing Soap, Sanitizing Soap Alpha, Alastor's Soap

2.3.0 and Earlier

Lootgames Pool for version 2.3.0 and Earlier [Expand]

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More information

  - Also stored at Lootgames (Legacy), as this section will eventually be deprecated.

External Links

  - Minesweeper Solver (https://www.logigames.com/minesweeper/solver)
  - Patterns/Strategy (http://www.minesweeper.info/wiki/Strategy)
  - Lootgames - CurseForge (https://www.curseforge.com/minecraft/mc-mods/loot-games)

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