

Option 4 Obsidian, Nether and End

```
Choose (+h = help +i = items eg 3h):  
1) Dig obsidian field  
2) Build Nether Portal  
3) Demolish Nether Portal  
4) Undermine Dragon Towers  
5) Deactivate Dragon Tower  
6) Build dragon water trap  
7) Build portal minecart station  
Back = 'q' or number + Enter: _
```

Option 4.1 Dig obsidian field



Place me on any block on the left side facing the obsidian field.

```
|0|0|0|0|0|0| 0 = Obsidian  
|0|0|0|0|0|0|  
|0|0|0|0|0|0|  
|0|0|0|0|0|0|  
|^|0|0|0|0|0|^ ^ = Turtle  
|^| | | | |
```

Enter to continue

```
Width of the area (1-64) 4  
Length of the area (1-64) 4
```

Option 4.2 Build Nether portal

```
Place me on the ground as below > ^
Start > (facing right) or ^ ahead

| |>|0|0|<| | | | |<|0|0|<| face view
  ^
  |0|+ +|0|
  |0|+ +|0|
Result (plan)  |0|+ +|0|
| |0|0|0|0| | | | |<|0|0|<|
  ----- ground

width=4, height=5

Enter to continue _
```

Select starting position

```
Starting position?
1) Facing portal: forward, turn right
2) Aligned with portal: build ahead
Type number + Enter _
```

Type dimensions: 5 wide, 6 high 2 blocks thick
bury the base. (Multi-block thickness portals
can be used as Nether mob farms)

```
Width of the portal 5
Height of the portal 6
How deep (Enter = 1) 2
Bury base below surface (y/n) y_
```



Option 4.3 Demolish Nether portal

The help screen and interface is identical to Build Nether portal.

Place the turtle either in front of the left side of the portal, or at either end, in line with the portal face.

If the portal is more than 1 block thickness, place in either position shown above.

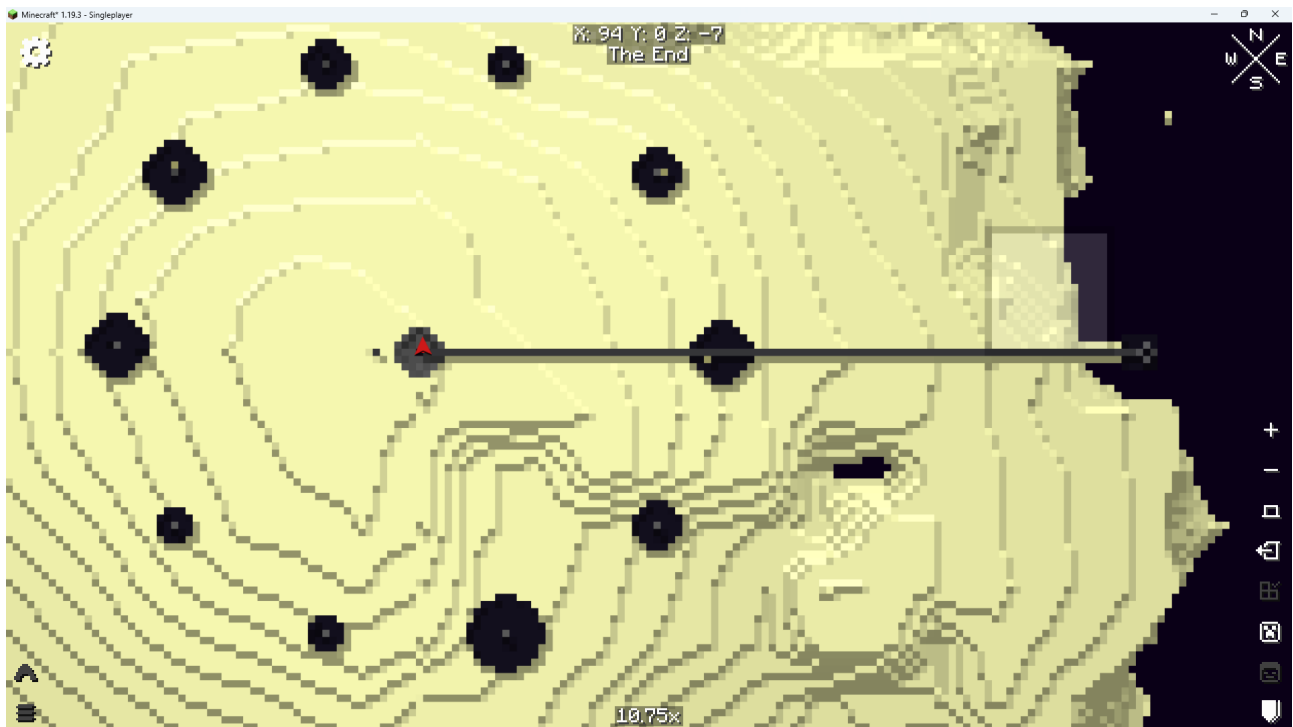
Option 4.4 Undermine Dragon Towers

The End world follows some basic rules:

The arena centre is where the dragon visits at intervals: it's 'perch'. This will become an active portal when the dragon is killed.

The portal from the overworld always forms at a specific position in relation to the dragon arena, centred Z = 100 blocks from the 'perch' at Y = 49

There are 10 towers at specific positions in a circle around the 'perch'. Each one has a crystal placed on a bedrock block at the top.



Option 4.4 has to be precisely setup with the turtle placed at 0, 49, 0, and it will dig a series of corridors to allow access to the centre of each tower, and mark each one with end stone as a guide to placing the turtle when used with option 4.5 Deactivate dragon tower.

This help screen indicates where to place the turtle and which direction it should face.

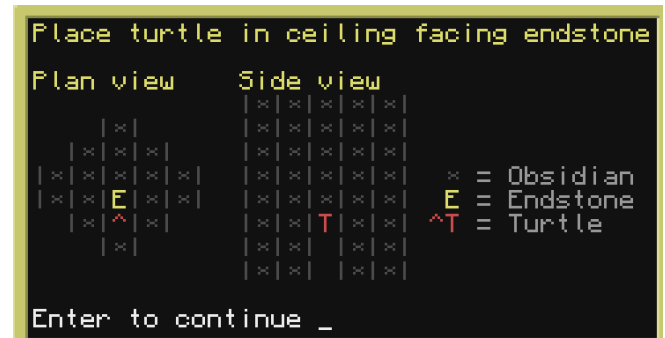
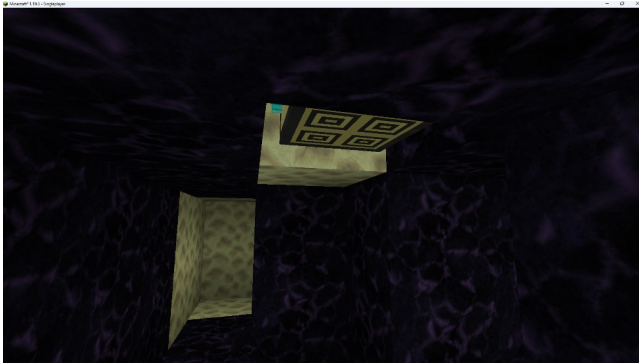
Usually building a 2 block high bridge / tunnel from the end portal landing platform will take you to the correct position.



Option 4.5 Deactivate dragon tower

The turtle cuts through the centre of the obsidian tower until it hits the bedrock at the top, then moves past the bedrock and breaks the crystal.

Sometimes the dragon destroys the turtle, so it is a risky process. If it succeeds it then returns back down the tower to the starting point



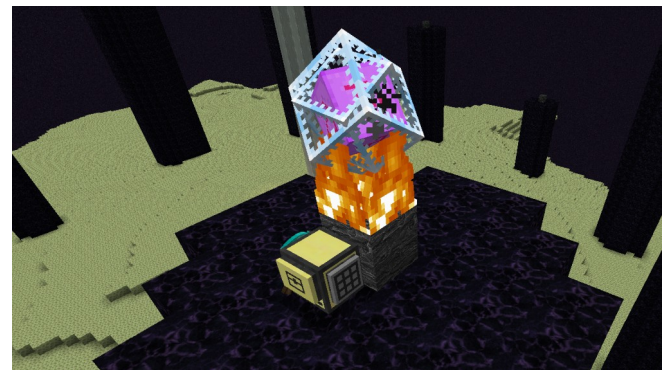
The end stone has already been placed by the option 4.4 Undermine dragon towers above.

The turtle will dig up the centre of the tower.

When it hits the bedrock supporting the end crystal it moves to confront it and digs it.

The crystal explodes but the turtle is not damaged

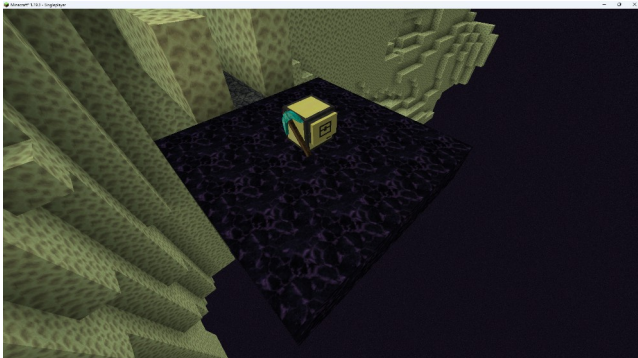
It then returns straight down to ground level.



Option 4.6 Build Dragon Water Trap

Start on the obsidian platform when leaving the over-world.

Place the turtle on 100, 49 0



```
minecraft:the_end FC: 0  
XYZ: 100.500 / 49.00000 / 0.500  
Block: 100 49 0 [4 1 0]
```

```
Place turtle on the ground at 100,49,0  
|x|x|x|x|x|x|x|x| Dragon Island  
  
|x|x|x|x|x|x|x|x| * = Obsidian platform  
|x|x|T|x|x|x|x|x|x|x| T = Turtle  
|x|x|x|x|x|x|x|x|  
|x|x|x|x|x|x|x|x|  
  
Enter to continue
```

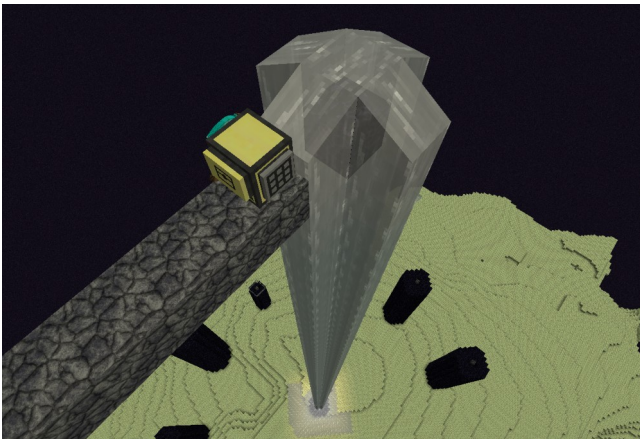
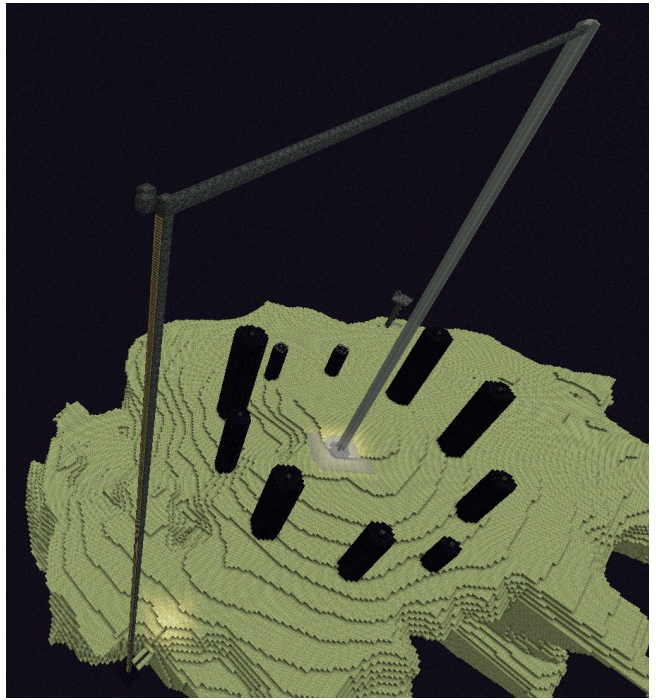
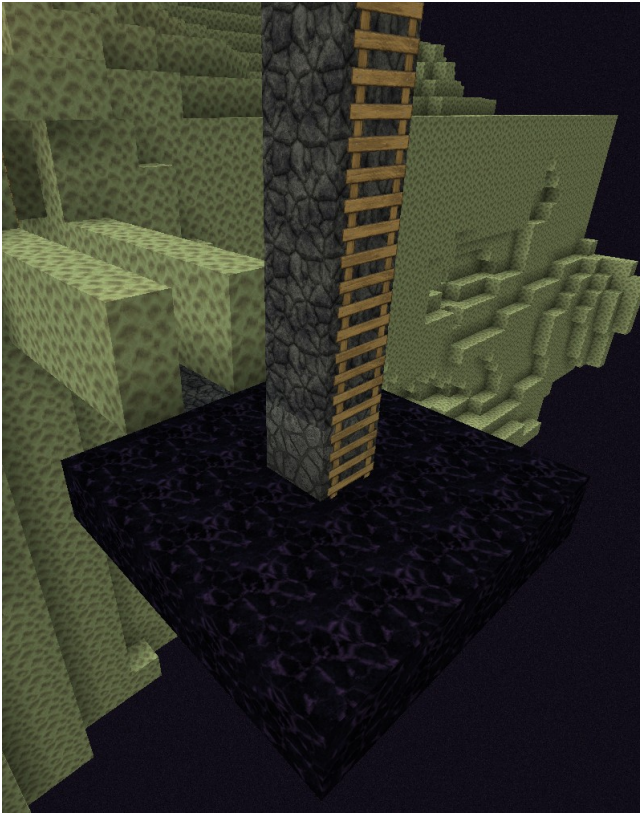
A turtle is used to create a ladder /pillar

149 blocks high, extending from the end portal obsidian landing platform over the dragon 'perch'.

A water source is placed on obsidian and the water stream effectively traps the dragon and it rises to the top of the source.

The turtle repeatedly attacks the dragon in an infinite loop.

The player has to terminate the program when the dragon is dead, and can then travel down the water column.



Every time you use the end portal, the lower 3 blocks of the ladder / column are destroyed along with anything left on the surface.

Option 4.7 Build portal station

Instead of throwing ender pearls into the portals to move around the islands, a minecart can be used to transport the player through the 1 block high portal. More recent versions allow the use of a trapdoor to squash the player and allow them to step through, so this has now become redundant. All that is needed now is a platform for the player to stand on.

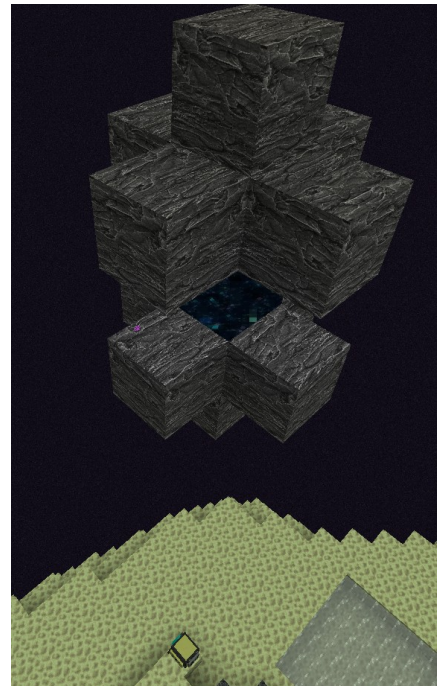
Steps:

Stand directly below the portal and look directly up. If moving the mouse left to right serves to rotate the crosshair in the same block then you are in line:

Place the turtle on this block.

The function has a height limit of 64, so if the portal is not found, it will return and display a message

```
Place turtle under end world portal
      |B|      B = Bedrock
    |B|B|B|
    |P|      P = Portal
    |B|B|B|
      |B|
      |
      |      Height measured first
      |      T      T = Turtle
    |x|x|x|x|x|x| Inventory AFTER height
Enter to continue _
```



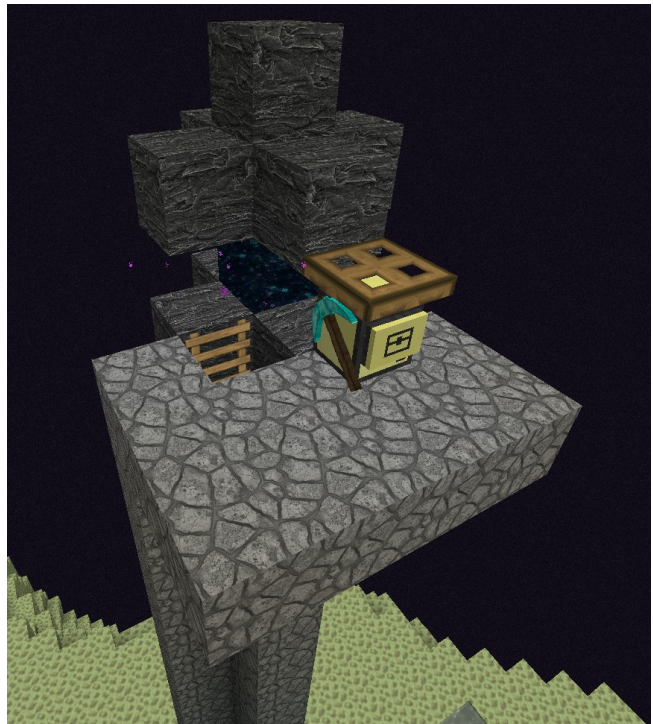
Press Enter and wait for it to return

Add requested ladders, blocks and trapdoor

The enclosed ladder and platform is created:



1. Remove the turtle
2. Lift the trapdoor up
3. Stand next to the trapdoor
4. Activate the trapdoor



You are now able to crawl forward into the portal. Don't forget to take the turtle with you...

