

Option 6 Mob Spawner Farm Tools

```
Choose (+h = help +i = items eg 3h):
1) Cube around spawner (NOT blaze)
2) Cube around Blaze spawner
3) Flood mob farm floor
4) Create mob bubble lift
5) Dig mob drop trench
6) Build Endermen observation tower
Back = 'q' or number + Enter: _
```

Option 6.1 Cube around spawner (NOT blaze)

Positions adjacent to spawner



Positioning of the turtle is flexible

On top or facing any side of the spawner directly

Outside the dungeon walls, either top or bottom
Must be away from corner block as shown

If there are any chests inside, they will be emptied
and destroyed.

One of them will be placed outside the new
dungeon wall and the loot placed inside it.

Positions on dungeon walls



```
NOT for Blaze spawners!
Plan view           Side view
T|*|*|*|*|*|*|*|*|   T = Outside dungeon
T|*| | | | | | |*|   |*|1|*|*|*|2|*| Top
|*| | | | | | | |*|   |*| | | | | |*|
|*| | | 5 | | |*|   |*| | | 5 | | |*|
|*| | 5|5|5| |*|   |*|3|5|5|5|5|4|*| Base
|*| | | 5 | | |*|   |
T|*| | | | | |*|T   * = Dungeon Wall
|*|*|*|*|*|*|*|*|   5 = Spawner
T|*| | | | | |*|T   T = Turtle 1 2 3 4
|*|*|*|*|*|*|*|*|   5 = On top or adjacent (0 chests only)
Enter to continue: _
```

Turtle placement options:

1. On top or in front of the spawner
(cave spider OR no chests around)
2. Outside the dungeon at floor or
ceiling level 1 block from corner
Make sure you have access to the block
facing the spawner, as any chests
found inside will be placed outside
the new dungeon wall at this height

Enter to continue

Choose the correct option for the position of your turtle

```
Select turtle position  
1) Turtle on spawner (no chests)  
2) Outside wall: left side, floor  
3) Outside wall: left side, ceiling  
4) Outside wall: right side, floor  
5) Outside wall: right side, ceiling  
Type number (q to quit) + Enter 2
```

Measure the width / length either externally as observed, or internal + 2

```
Dungeon external width 9  
Dungeon external length 7_
```

Supply enough blocks to cover any deficiencies. Probably best to supply 8 stacks, although a lot of blocks may spill out due to the inventory being full

```
Full cube uses ~700 blocks  
Estimate your requirements  
Add 256 stone to any slot(s)  
(Optional: 'Enter' if not required)
```

The finished 9 x 9 x 9 chamber:



Outside the new wall, transplanted chest



Option 6.2 Cube around blaze spawner



If possible, place the turtle on top of the spawner.

In a direct line will also work, allowing the player to build a shelter and place the turtle a distance away.

There is no limit to how far away, and you can be behind a wall, which the turtle will break through



The process of building a blaze spawner farm is in two parts.

At the end of the first part you can quit altogether to get more supplies.

Turtle placement options:

1. On top of the spawner
2. At the same level, directly in front or in direct line to the spawner.
(Can be behind a safety wall!)
3. Continue build: in front of missing block in cube wall

Enter to continue

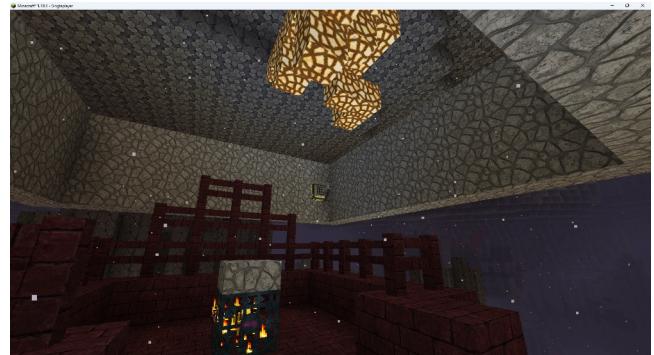
Choose either a new blaze spawner cube, or continuation with a partial construction.

```
Choose your option  
1) New Blaze spawner  
2) Continuation (With killzone)  
Type number + Enter
```

This screenshot shows a slab placed on top of the spawner.

The first triple-layer walls have been built round the area.

The glowstone was already present just above the cube dimensions



The ceiling has been placed.



5 layers below the spawner are completely cleared



Brick floor placed ready for minecart and rail collection system



Turtle returns home ready for next part of the construction.

Right-click on the turtle for your options:



This help screen warns you what will be required to continue.

```
Turtle is now ready to build the  
killzone. Items required:  
stone      512    slabs 36  
powered rail 7    rail 64  
hopper minecart 1 button 1  
redstone torch 2  
  
WARNING Inventory will be emptied  
of some items if build is continued  
Enter for next menu
```

The next menu allows you to choose to continue, or quit at this stage.

```
Choose your option  
1) Continue with build  
2) Re-start later  
Type number + Enter
```

If you continue, the inventory will be sorted and a number of items such as Netherrack, bricks and fencing will be ejected.

The usual Inventory checks will start to get everything required:



The rails are placed first

A floor is laid above the rails



Killzone arrow slots



Completed farm showing player safe area



Easy targets



Collection button



Option 6.3 Flood mob spawner

The turtle should already be in position after creating the dungeon cube

It will move across the floor to the opposite wall, determine the width, then place water buckets in each corner.

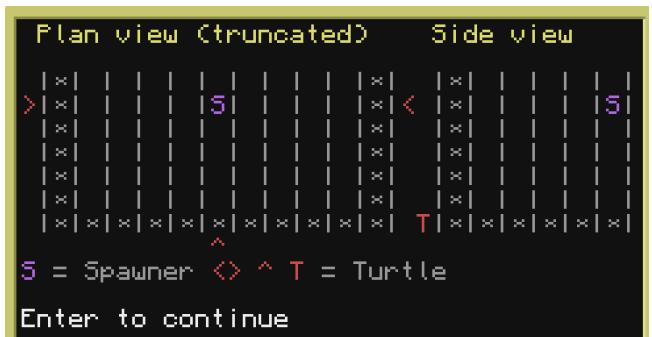


The floor is re-shaped and an exit made able to carry skeletons or zombies out of the trap.

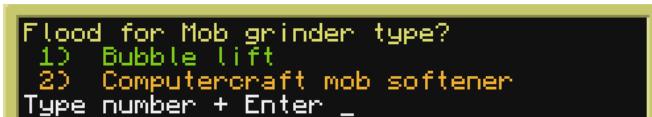
Two versions are available:

For bubble lift

For Computercraft controlled lava grinder



Choose your option



End position for both bubble lift and Computercraft mob grinder



This is for a Computercraft mob grinder

This is for a bubble lift



Option 6.4 Create Mob Bubble Lift



This screenshot shows the turtle at the end of building a bubble lift with kill zone to the right.

(surrounding blocks removed for demonstration)

The player needs to put some slabs under the blocks here to shield from arrows or direct zombie attacks.

Hoppers and chests can be placed as required

The chest in mid air is the transplanted goodies originally found inside the dungeon

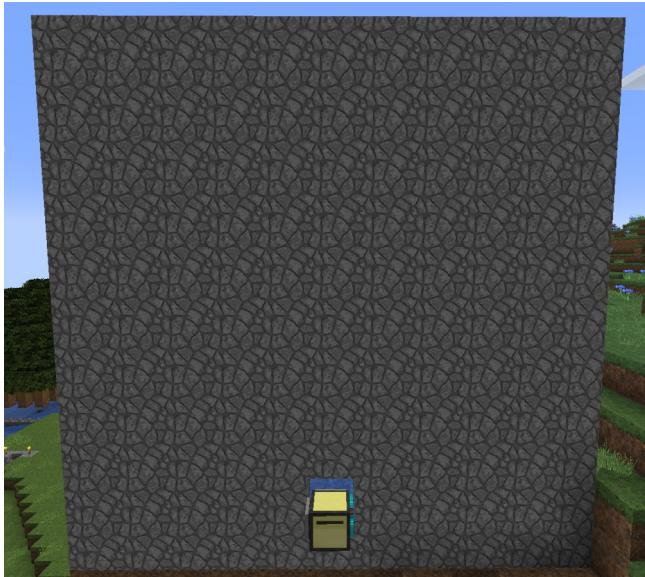
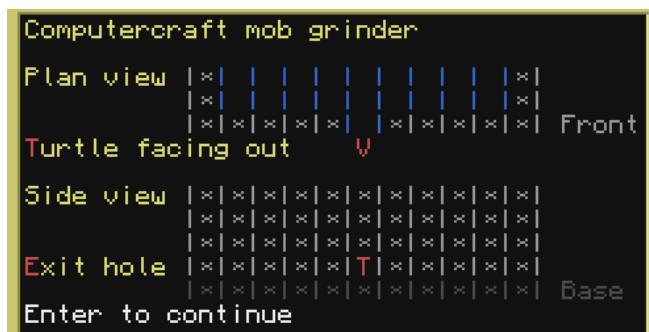


Option 6.5 ComputerCraft mob grinder

Starting position at base of mob spawner cube

On the outside face.

The help screen also demonstrates this



Choose whether you want to use sticky pistons (2 required) or normal pistons (4 required)

Which type of pistons?
1) Use Sticky pistons
2) Use non-sticky pistons
Type number + Enter -

At this stage the inventory only asks for blocks to create a 9 x 4 chamber 10 blocks high

When the chamber is complete, the turtle is found on the floor, left corner next to the dungeon border.

Press Enter to eject all items in the inventory.

You will then be asked for the items to make a lava softener.

Two sticky piston, 1 computer version



4 normal piston, 2 computer + network version



Setting up the computers

Right click on the left hand computer and enter:

pastebin run n8tSE5Nb

When the 'Operation complete' prompt shows
Type **setup** Enter

Give the computer a name

There are 2 help screens to show the layout of the
2 systems

This is the 2 sticky piston, 1 computer version

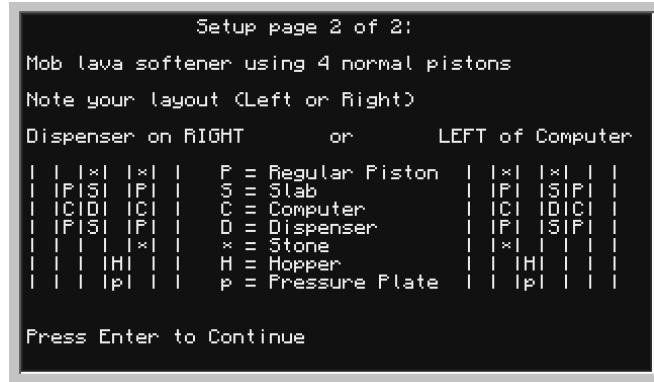
```
Checking: setup.lua
/lib/setup.lua updated
Removing temporary files
pcall: Access denied
Operation Complete 3 files updated
> setup
```

```
Type a name for this computer (no spaces)!_
Zombie00_
```

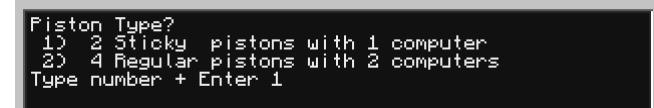
```
Setup page 1 of 2:
Mob lava softener using 2 sticky pistons
Note your layout (Left or Right)
Dispenser on RIGHT      or      LEFT of Computer
| | |x| |x| |   P = Sticky Piston   | |x| |x| |
|P|S| |x| |   S = Slab           | |x| |S|P| |
|C|D| |x| |   C = Computer        | |x| |D|C| |
|P|S| |x| |   D = Dispenser        | |x| |S|P| |
| | | |x| |   x = Stone           | |x| | |
| | | |H| |   H = Hopper          | | |H| | |
| | | |p| |   p = Pressure Plate  | | |p| | |
```

Press Enter to see next page...
-

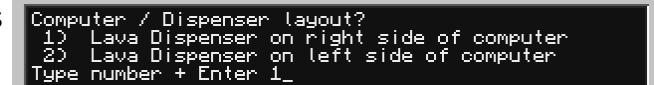
This is the 4 piston 2 computer + network



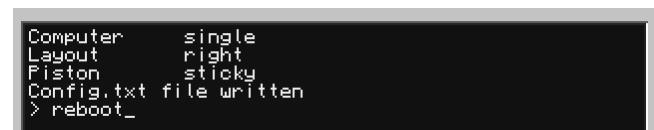
Choose your version



If the system was built by the turtle it will always be option 1 Lava dispenser on right of computer



This screen confirms the setup config.txt file contents



Reboot to auto-start

The choices for the 4 piston system are similar, but you have to run it on both. The option of Master / slave is also requested.

As the mobs are attacked, they jump into the lava, but the game is tricked into calculating the player caused the death, and awards experience points. Step off the pressure plate to allow more mobs in.

