

Structures

Thursday, May 20, 2021 5:00 PM

Types

Each stage of the progression scheme has three structures.

1. Single tower
2. Double tower
3. Quad tower

Every new structure has more enemies and loot than the other one.

Keys

After you've finished looting the structures, you'll receive some of the resources needed to craft a key to the next structure. Usually you'll need to loot 1 or 2 of a structure to obtain enough resources to craft a key.

The first key to the green single tower is crafted using vanilla resources.

Outsides

On the outsides different types of blocks are used to build the structures.

You'll see a small room on the outsides to which you have to use the key you've crafted.

In double towers and quad towers tunnels connect multiple sub-towers.

Insides

Every floor of a tower contains multiple spawners at the center, a few rooms with a spawner and a chest with loot, some traps spread around and a ladder at the end.

On the top floor there are a few more spawners, multiple chests with top-tier loot and a chest at the center with resources to craft a key.

In double towers and quad towers you'll some tunnels connecting sub-towers as mentioned above and they have lots of traps.

Utilities

You can craft a Locator block that locates the nearest available

structures from your supply of keys.

There's also a Teleporter block that requires diamonds and teleports you to your chosen structure.