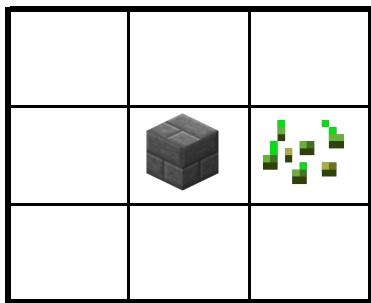


Kalle's ModCompilation

Version 1.7.29

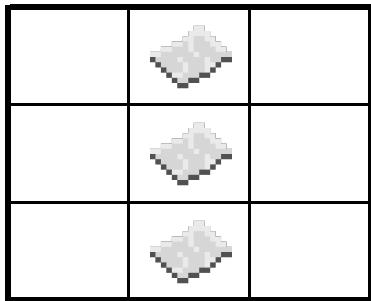


1x cobblestone + 1x seed
=
1x mossy cobblestone

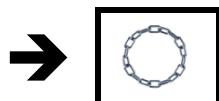
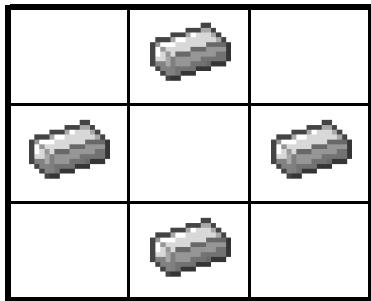


1x stonebrick + 1x seed
=
1x mossy stonebrick

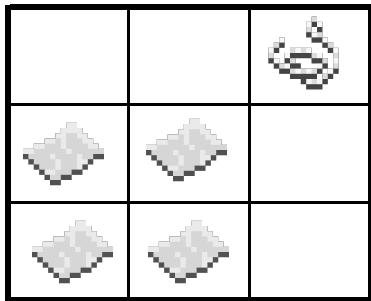
(ab MC 1.8 als Basisrezept vorhanden)



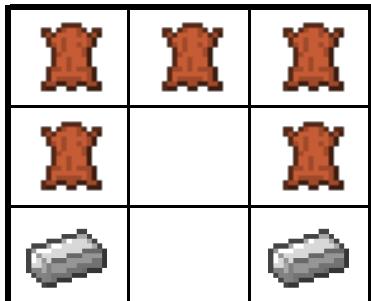
3x paper
=
1x book



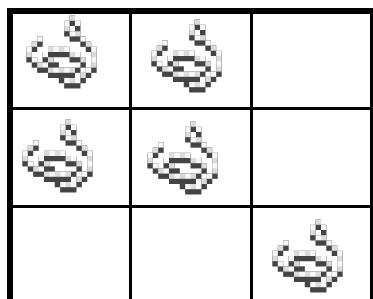
4x iron ingot
=
6x chain



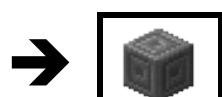
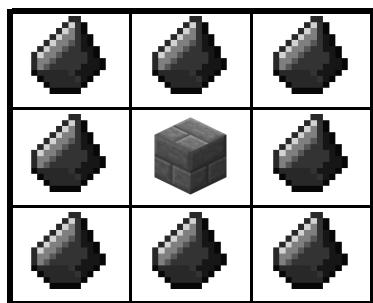
1x sting + 4x paper
=
1x name tag



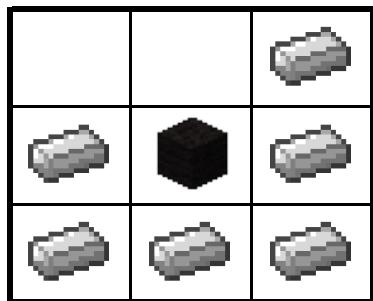
5x leather + 2x iron ingot
=
1x saddle



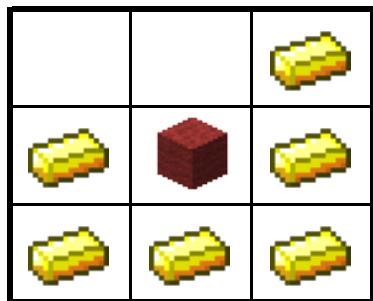
5x string
=
1x lead



1x stone brick + 8x flint
=
1x chiseled stone brick
(ab MC 1.8 als Basisrezept vorhanden)



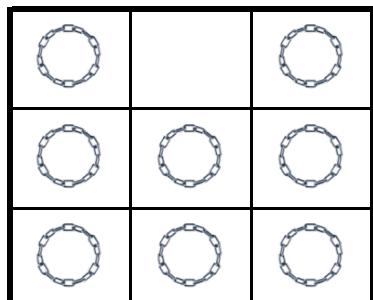
6x iron ingot + 1x black wool
=
1x iron horse armor



6x gold ingot + 1x red wool
=
1x gold horse armor



6x diamond + 1x blue wool
=
1x diamond horse armor



8x chain
=
1x chain tunic

(funktioniert auch mit den übigen Rüstungsteilen, Rezepte wie original)



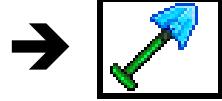
3x diamond + 2x emerald
=
1x Edelsteinspitzhache



3x diamond + 2x emerald
=
1x Edelsteinaxt



2x diamond + 2x emerald
=
1x Edelsteinhacke



1x diamond + 2x emerald
=
1x Edelsteinschaufel

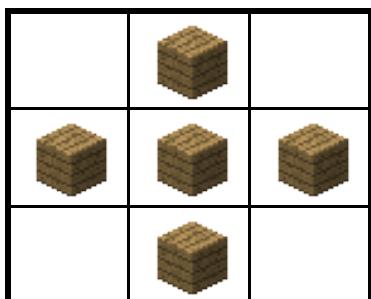


2x diamond + 1x emerald
=
1x Edelsteinschwert



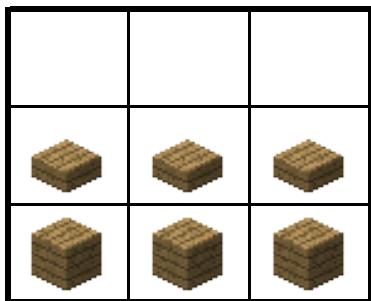
5x diamond + 2x emerald
=
1x Edelsteinstreitaxt

(Vorsicht! Absolut tödlich)

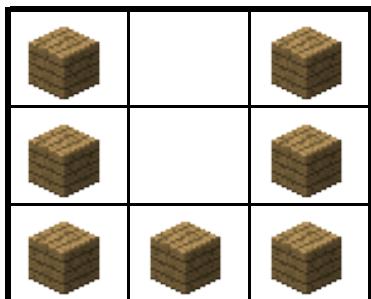


5x planks
=
1x wood

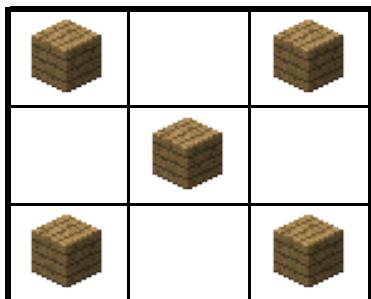
(funktioniert mit allen Holzarten)



3x planks + 3x wooden slabs
=
2x Ladentheke

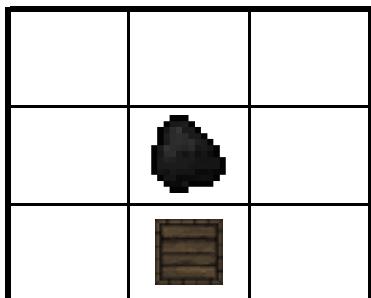


7x planks
=
1x Kiste



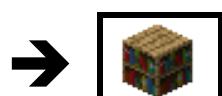
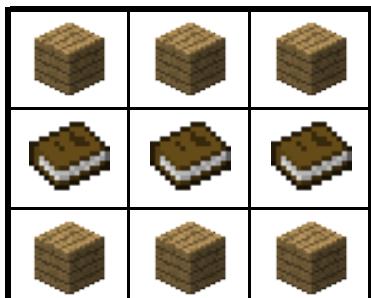
5x planks
=
1x Parkett

(funktioniert mit allen Holzarten)



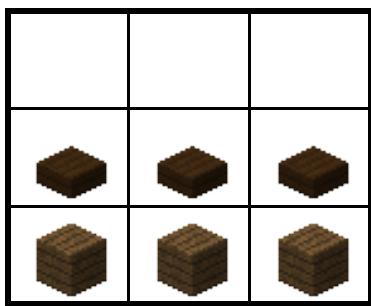
1x coal + 1x Kiste
=
1x Kohlekiste

(funktioniert auch mit:
Eisen, Gold, Diamant, Emerald, Lapis
Apfel, Fisch, Lachs, Karotte, Kekse und Kartoffeln)

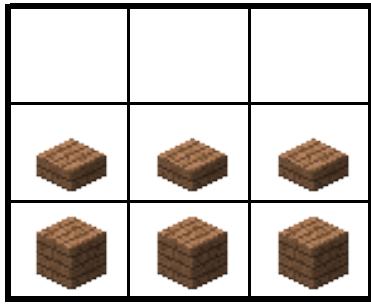


3x book + 6x planks
=
1x bookshelf

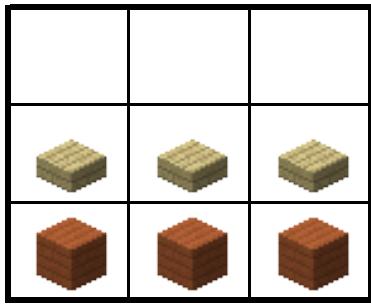
(der Mod fügt hier lediglich die Unterstützung
für weitere Holzfarben hinzu)



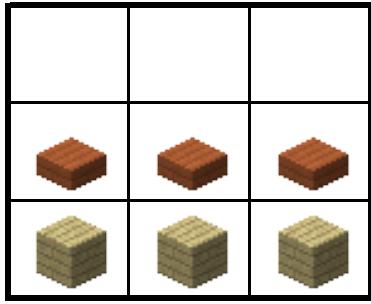
3x spruce planks +
3x dark-oak wooden slabs
=
2x Fichtenholzladentheke



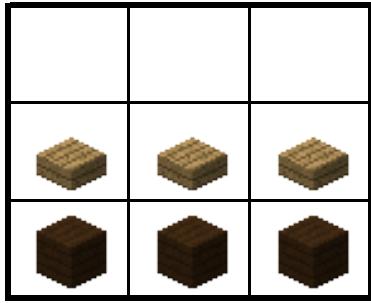
3x jungle planks +
3x jungle wooden slabs
=
2x Tropenholzladentheke



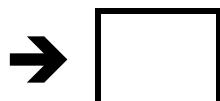
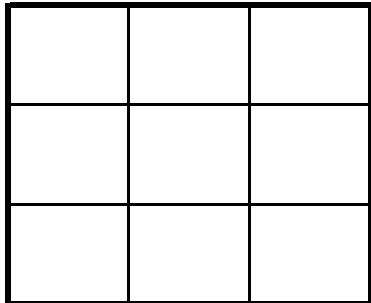
3x acacia planks +
3x birch wooden slabs
=
2x Arkazienholzladentheke

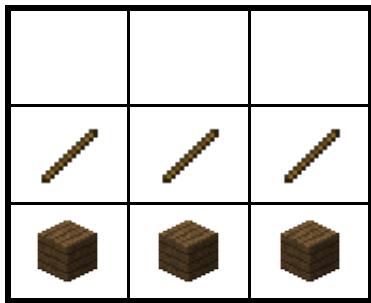


3x birch planks +
3x acacia wooden slabs
=
2x Birkenholzladentheke



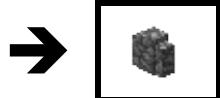
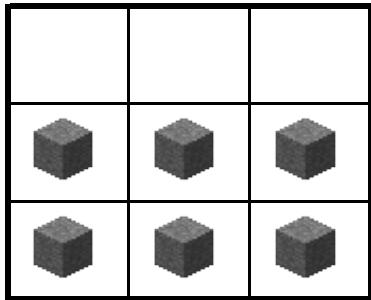
3x dark oak planks +
3x oak wooden slabs
=
2x Schwarzeichenholzladentheke





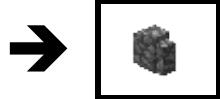
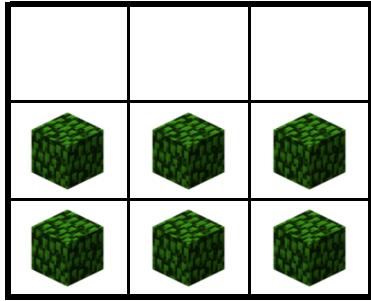
3x sticks +
3x spruce wood planks
=
6x Fichtenholzzaun

(funktioniert mit allen Holzarten)



6x stone
=
6x Steinmauer

(funktioniert mit Ziegelstein, Steinziegel (auch bemoost), Sandstein (alle 3 Arten) und Quarzblock)

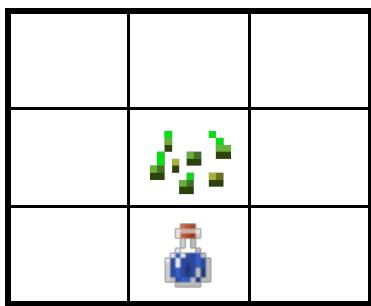


6x leave_block
=
6x Hecke

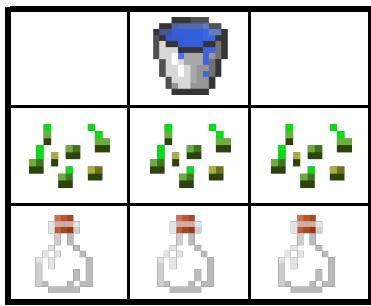
(funktioniert mit allen Blätterarten)



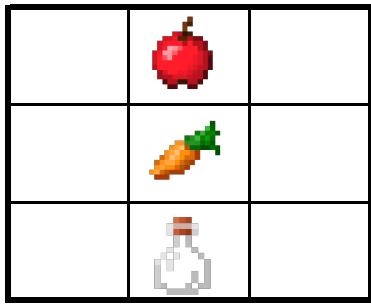
Die neuen Mauern und Zäune
verbinden sich nun wenn sie
nebeneinander stehen.



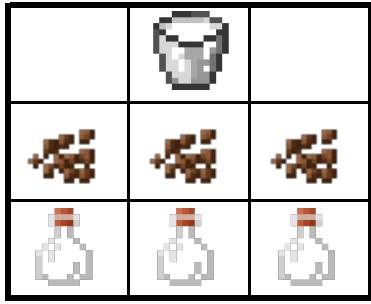
1x seed + 1x water bottle
=
1x Bier



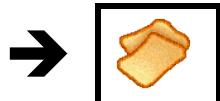
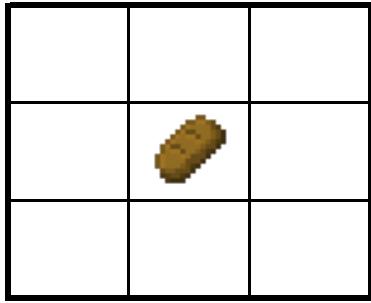
1x water bucket + 3x seed +
3x glassbottle
=
3x Bier



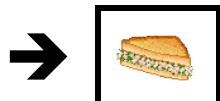
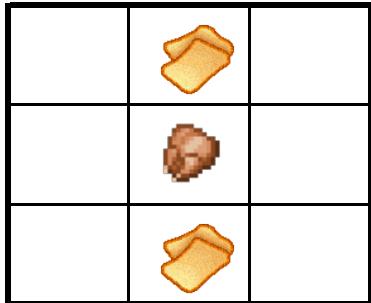
1x apple + 1x carrot + 1x glassbottle
=
1x Multivitaminsaft



1x milk bucket + 3x cocoa beans +
3x glassbottle
=
3x Kakaomilch

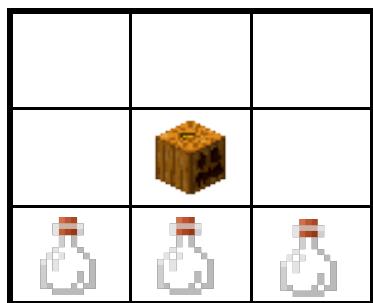


1x bread
=
4x Brotscheibe

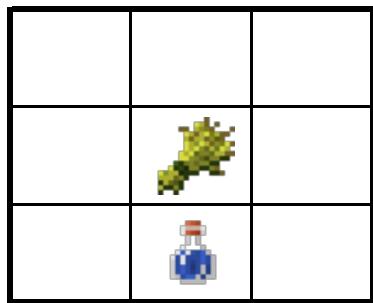


2x Brotscheiben + 1x cooked chicken
=
1x Chickensandwitch

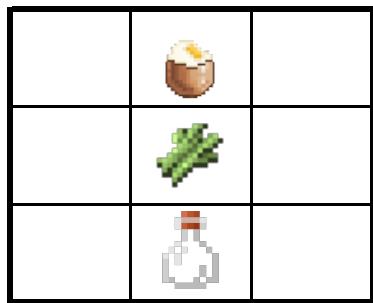
(funktioniert auch mit: *cooked_beef*,
cooked_porkchop, *cooked_fish*, *cooked_salmon*)



1x pumpkin + 3x glassbottle
=
3x Kürbissaft



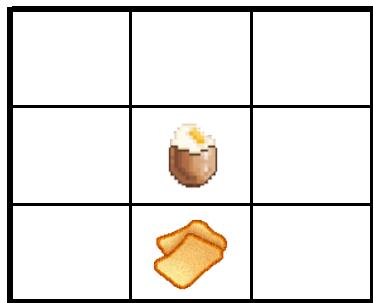
1x wheat + 1x water bottle
=
1x SchwarzBier



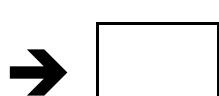
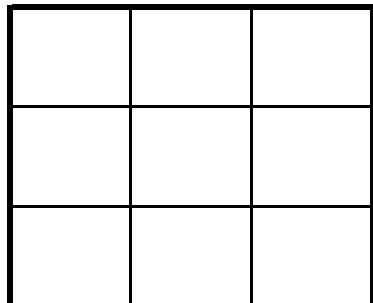
1x gekochtes Ei + 1x sugar canes
+ 1x glassbottle
=
3x Eierlikör

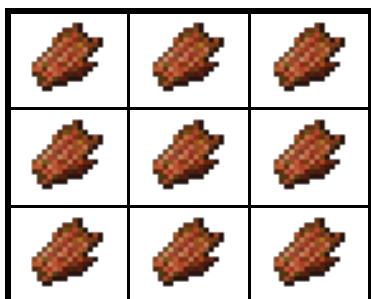


1x apple + 1x carrot + 1x milk bucket
+ 1x wheat + 3x boul
=
3x Müsli



1x Brotscheibe + 1x gekochtes Ei
=
1x Eiertoast



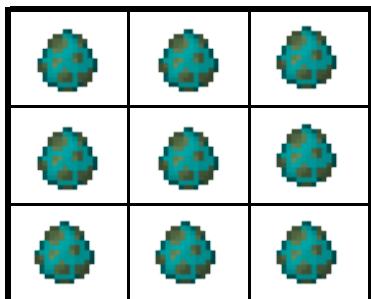


9x rotten_flesh

=

1x Zombie Spawn_Egg

(Alternativ ergeben 'bones' ein 'Skelett spawn egg';
'slider_eye' ergibt 'Spider spawn egg')

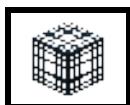
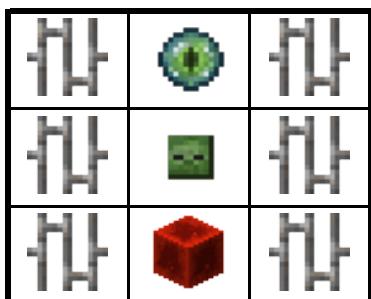


9x Zombie Spawn_Egg

=

1x Zombie Head

(Alternativ ergeben 'Skeleton spawn eggs' ein 'Skeleton Head';
und 'Spider spawn eggs' ein 'Witherskeleton Head' !)



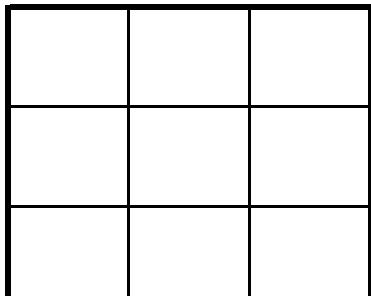
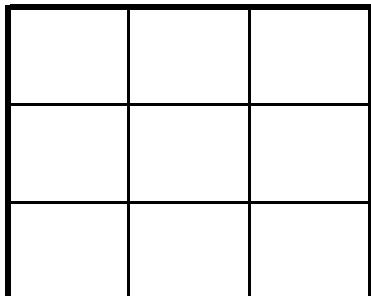
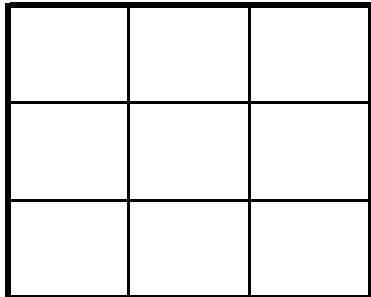
6x Ironbars + 1x Endereye

+ 1x Zombie Head + 1x Redstone Block

=

1x Zombie Spawner

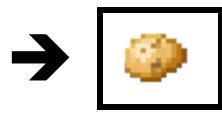
(Anstelle des 'Zombie' ein 'Skeleton Head' ergibt ein
'Skeleton Spawner';
'Spider Spawner' benötigt 'Witherskeleton head' !!!)





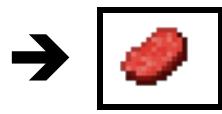
Smelting !

1x egg = 1 coocked egg



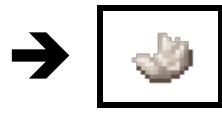
Smelting !

1x poisonous potato => 1x potato



Smelting !

1x rotten flesh => 1x beef



Smelting !

1x nether quartz ore => 8x nether quartz

