Iron Tower

Iron Tower have always been the most fundamental machine in Minecraft since 1.8, players are able to get rid of mining to get iron by utilizing game features to generate iron golem for infinite times. However, as a 10-year Minecraft player, my journey of discovering game features and enhancing my iron towers started 3 years ago.

The basic Mechanism of Iron Tower is rather simple: Before 1.14, an Iron golem is generated wherever there is a village, and a village is determined by the number of doors in determined blocks. At that time, all I need to do is to build as many doors as possible and control the place where iron golem can spawn.

And this leads to another question: How can I control where the Iron Golem spawns? In order to solve this, I tried to study the basic code of Minecraft. Finding the source code of Minecraft is not that easy, it included unpacking, reverse tracking, etc. P.s. It is Illegal so there are no tutorials. It turns out that Iron Golem will only spawn on full, opaque blocks. Iron golems cannot spawn on blocks such as grass paths. Having known that, I used a shovel to change every grass block into grass paths whenever I start to build an Iron tower. However, things are not that simple sometimes. For example, when I build an Iron tower on a mountain or a hill, it will take me more effort to turn every grass block into a grass path, or to turn every stone block into stone slabs than to build the Iron tower itself. In order to solve this, I thought: why not build the iron tower higher? If the structure is high above the ground, then Iron golems won’t spawn on the ground but on my platforms. After several times of changes and redesign(mainly to make sacrifices for the height of the Iron tower ), I managed to build an Iron tower without changing any block on the ground.

As time flies, 1.14 village update was published in 2019. As a diehard fans of Minecraft, I instantly downloaded the latest version on the day it published. After installing the game, I quickly made my ordinary Iron tower. Minutes passed, and there were no sign of iron golem generating. This made me very confused – I did not make any mistakes. So I waited for another 10 minutes and still, no iron golem spawned. Determined to overcome this setback, I embarked on an epic journey to decipher the mysteries of the game's inner workings and craft a new Iron Golem farm that would surpass all that came before.

My initial enthusiasm quickly turned into frustration as I encountered unintelligible gibberish and distorted lines of code while scouring the 1.14 update logs. The transition from 1.13 to 1.14 had fundamentally altered the spawning mechanics, leaving me feeling lost and bewildered in this tangled digital labyrinth. Doubt began to creep in, questioning whether I possessed the skills and ingenuity to navigate these complex changes.

Undeterred by the daunting challenges ahead, I turned to the Minecraft community for guidance and support. I first communicated with a few native players, since my English was not that good than, but I soon found out that they have no idea as well. No choice but to grit my teeth, I headed to Mojang's official forum and engaged in discussions with international players in English about the new mechanics.

Through countless trial and error, I erected multiple prototypes of Iron Golem farms, each with unique designs in hopes of finding a workaround. But with each attempt, my dreams of a thriving Iron farm were thwarted by the villagers' refusal to pathfind to their assigned workstations. The setbacks were disheartening, and I questioned whether this pursuit was a futile endeavor.

Amidst the ups and downs, I found solace in the process of learning and growing. Each failure became a stepping stone towards unlocking the secrets of 1.14's mechanics. As frustration threatened to consume me, I took a step back, seeking respite in the scenic vistas of Minecraft, allowing the beauty of the digital world to clear my mind.

In moments of introspection, I identified the root of the villagers' reluctance to claim their workstations. Their inability to find a path to the designated blocks hindered the formation of a functional village. Delighted, I began experimenting with meticulously placed blocks and strategic trades, hoping to bridge the gap between the villagers and their workstations.

Days turned into nights as I tirelessly fine-tuned my new approach. I felt a sense of exhilaration, knowing I was close to unlocking the secrets of the elusive 1.14 mechanics. With bated breath, I initiated the latest experiment, and to my astonishment, the villagers embraced their assigned workstations with newfound eagerness. “Yes!” I remembered jumping out from my seat into the air as I yelled with satisfaction, and disturbing my Mother, who was already asleep.

Elation surged through me as Iron Golems emerged from the heart of the village, falling into lava and turning into iron ingots and flowers. . I triumphed over the adversities, emerging victorious with an innovative Iron Golem farm that harmoniously blended the intricacies of 1.14's mechanics.

As the sun dipped below the horizon, casting a warm glow across the land, I stood in awe of the achievement before me. This journey had been a testament to the resilience of the human spirit, fueled by the unwavering passion for exploration and discovery.

In the ever-evolving world of Minecraft, my journey was a testament to the indomitable spirit of exploration and experimentation. I had transcended the barriers of the 1.14 update, adapting to its changes and unlocking the secrets of its inner workings. The creation of a new Iron Golem farm stood as a testament to the endless possibilities that lie within this enchanting blocky world.

As the moon rose, bathing the landscape in a gentle glow, I knew that my journey was far from over. New updates would beckon, and with them, fresh challenges to face and conquer. But with the passion and determination of a true Minecraft devotee, I was ready to embrace whatever came my way, forever seeking to push the boundaries of what was possible in this enchanting blocky world.