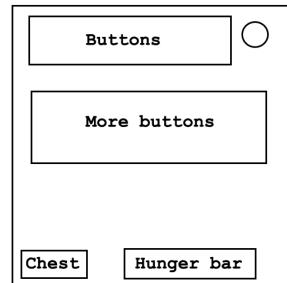


## On the Subject of Minecraft Survival

*Hardcore taken to a whole new difficulty. Now with more creepers!*

- This module will display a background depending in which dimension you are currently in. There are many types of buttons on the module that will affect the module differently. This will be explained later on in the manual.
- In order to solve the module, you must kill the **Ender Dragon** and obtain the **Dragon Egg**.



The different interactable buttons will be separated into sections:

**Inventory (Chest and many different items):** Clicking on the chest will toggle being in and out of the inventory. Each item inside of the inventory will have an amount. To see such amount, hover over which one you need to look at and observe the number that appears. Some of buttons will do nothing upon clicked and some will do something in attempt to **craft** the item clicked.

**Dimension Changer (Grass Block, Netherrack and End Stone):** Depending which dimension you click on, it will transform the module to its clicked dimension changing the various buttons. The background will change to the dimension to show you which one you are in. Unfortunately, this is a new world and you need to unlock **The Nether** and **The End**. To unlock **The Nether**, you need 14 Obsidian and a Flint and Steel. To unlock **The End**, you will need 12 Eyes of Ender. When unlocking these dimensions, items will be consumed. Clicking the button when it isn't unlocked will result in a strike.

**Resource Blocks (Will depend on the dimension):** These buttons will allow you to gather specific resources with the required tools. Different blocks or items will require different tools in order to obtain them. A table with obtainable blocks will be listed below. Attempting to obtain a block without the required tool, will result in a strike.

The module will always start in the *Overworld* dimension. In addition to this, you will start with a wooden axe and 10 Steak.

The rest of the manual will explain how you will get to your final fight. After obtaining the **Dragon Egg**, go to your inventory and click on it to solve the module.

## The 3 different systems of the module

The module has 3 different systems to simulate *somewhat* a Minecraft environment. The systems are: **Crafting**, **Gathering** and **Fighting**.

### The Crafting System:

As explained on the first page, this will be available inside of your inventory. Clicking on certain buttons related to the table below will craft the item you click. Hovering over items will display an amount of that item you have.

Required	Result	Required	Result
1x Wooden Log	4x Wooden Planks	8x Cobblestone	1x Furnace
2x Wooden Planks	4x Sticks	1x Furnace, 1x Coal & 1x Iron Ore	1-3x Iron Ingots**
2x Sticks & 3x Wooden Planks	1x Wooden Pickaxe or 1x Wooden Axe*	1x Furnace, 1x Coal & 1x Raw Beef	1-3x Cooked Beef**
1x Sticks & 2x Wooden Planks	1x Wooden Sword	2x Sticks & 1x Wooden Planks	1x Wooden Shovel
1x Wooden Sword & 4x Cobblestone	1x Stone Sword	1x Wooden Pickaxe & 4x Cobblestone	1x Stone Pickaxe
24x Iron Ingot	1x Full set of Iron Armor***	1x Stone Pickaxe & 5x Iron Ingot	1x Iron Pickaxe
1x Stone Sword & 5x Iron Ingot	1x Iron Sword	24x Diamond	1x Full set of Diamond Armor***
1x Iron Pickaxe & 6x Diamond	1x Diamond Pickaxe	1x Iron Sword & 6x Diamond	1x Diamond Sword
1x Blaze Rod	2x Blaze Powder	1x Ender Pearl & 1x Blaze Powder	1x Eye of Ender
1x Flint & 1x Iron Ingot	1x Flint and Steel		

\* The result will depend on which item you click

\*\* The result will vary to increase the speed of solving the module

\*\*\* The previous set is not needed.

### The Gathering System:

Depending on the dimension you are in, you will be able to obtain certain items with different tools. The items will change upon entering a new dimension. When gathering an item, it will reduce your hunger by one drumstick. If you reach hunger of 0, you will receive a strike. The tables below list the requirements and results of each item.

The Overworld			
Requirements	Result	Requirements	Result
1x Any Pickaxe	1-3x Cobblestone	1x Wooden Shovel	1x Flint
1x Stone Pickaxe & Above	1-3x Iron Ore	1x Iron Pickaxe & Above	1-2x Diamonds
1x Diamond Pickaxe	1-2x Obsidian	1x Any Pickaxe	3-5x Coal
1x Wooden Axe	2x Wood Log	1x Any Sword	1-3x Raw Beef

The Nether			
Requirements	Result	Requirements	Result
1x Any Pickaxe	2-4x Netherrack	1x Iron Pickaxe & Above	2x Nether Quartz
1x Iron Pickaxe & Above	2x Glowstone Dust	1x Wooden Shovel	2x Soul Sand

The End			
Requirements	Result	Requirements	Result
1x Any Pickaxe	2-3x End Stone	1x Diamond Pickaxe	2-3x Obsidian
1x Any Pickaxe	3-4 Purpur Blocks	1x Wooden Axe	2x Chorus Fruit

## The Fighting System:

At random points, after gathering a resource, you could encounter a mob\*. When this happens, the module will display a new combat menu with an icon of your highest crafted sword and a Steak icon. A health bar will also be displayed to show what your current health is and at the same time, a display underneath the drop of the mob will indicate their health. On the next page, sword and armor statistics will be available. Clicking on the sword will attack the current mob, reducing their health and the mob will have a chance to attack back. Clicking on the steak (when you have steak in your inventory) will eat one, regenerating 3.5 hearts. **Your health will regenerate while out of combat and so will your hunger upon exiting combat.** If you do die in combat, you will receive a strike and return to the dimension you're in.

Mob Name	Health	Damage	Drops
Zombie	30	6	1x Rotten Flesh
Skeleton**	20	4	2-3x Bones
Spider	15	4	2x String
Creeper	20	20	1x Gunpowder
Slime	20	4	2-3x Slimeball
Pigman	40	6	2x Rotten Flesh
Blaze	30	5	2x Blaze Rod
Wither Skeleton	40	8	2-4x Coal
Enderman**	50	10	1x Ender Pearl
Shulker	30	5	1x Shulker Shell
Ender Dragon	500	8	1x Dragon Egg

\* A fight will not start if you don't have a sword.

\*\* This mob can spawn in multiple dimensions.

**Equipment Stats:**

These are the equipment statistics of the available equipment

Sword Stats	
Sword	Damage
Wooden Sword	6
Stone Sword	9
Iron Sword	12
Diamond Sword	15

Armor Stats	
Armor	Damage Protection
Iron Armor	4
Diamond Armor	8