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*A new  
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*Make your  
own maps!*

**Issue 1:  
Lift off!**

The Minecraft mapmaking magazine



# About the Magazine

**Support Map<sup>Mag</sup>, Donate via PayPal:** [abrightmoore@yahoo.com.au](mailto:abrightmoore@yahoo.com.au)

This project is a community driven and contributed magazine. By publishing we seek to develop the wonderful craft of Minecraft Map Making. All content remains the property of the respective author and is used with permission. All trademarks referenced in this publication remain the property of the respective trademark holder.

# About the Team

## **Adrian Brightmoore (@abrightmoore)**

Adrian has a passion for community. Not the television show, real live people who band together to get things done. He is mostly known for technical wizardry and provides free code projects for non-commercial use via his website <http://brightmoore.net>

## **GamerGuppy (@GamerGuppy)**

GamerGuppy has contributed the excellent cover for this issue. GamerGuppy can be found on YouTube at <http://youtube.com/user/gamerguppy>

## **MWTheCool (@mwthecool)**

Extraordinary Minecrafter and Interviewer this issue, subscribe to his YouTube channel and he might start using it again! [https://www.youtube.com/channel/UCIy\\_0tVLmovJ8HXzb27U9RA](https://www.youtube.com/channel/UCIy_0tVLmovJ8HXzb27U9RA)

## **Gnasp (@gnaspgames)**

Gnasp is a computing creative who has contributed content for your reading pleasure. Gnasp can be found at <http://www.gnasp.com>

## **Moesh (@lemoesh)**

Moesh is an unofficial community manager who has led a number of collaborative projects focussed on improving the tools and talent in the map making community. His goal is to reimagine Minecraft as a game development engine. His other projects include Limited Engagement, a Map Maker podcast by Map Makers for Map Makers, and testfor[dev], a hub for Map Making advice: <http://testfordev.com/>

## **Phoenix SC (@phnixhamsta)**

Phoenix has contributed content for your reading pleasure and has assisted with reviewing this issue. Check out his channel at <http://www.youtube.com/phnixhamstasc>

## **Production Assistance:**

This publication is a community effort and this issue has been compiled with input from:

@qwertyuiopthepie - Review and guidance

J - Design prototyping and ideas

The Minecraft Map Making community - Review and guidance

# The Lobby

## Welcome to the Minecraft Map Making Scene!

This magazine is for everyone. We want anyone who has an interest in Minecraft to be able to pick up an issue and think “maybe I should try making maps!”. By reading this magazine you have started a journey. The path ahead is well travelled by like-minded people who have taken a love of gaming and Minecraft to a level where we create our own games *in* Minecraft. Crazy, isn’t it?

This magazine is intended to share news about Minecraft Map Making, foster collaboration on projects, and to put time-saving tools in the hands of people, like you, who can make use of them. It builds on the work of [@lemoesh](#) and the [@LimitedEngagement](#) team who [produced a set of podcasts in 2014 and 2015](#) covering many map making topics.

Over the coming months we will take a close look at key and emerging map making topics and point you to the right resources that will help you realise your ideas quickly. We will meet some of the people who have developed and released successful maps, and we will also showcase some of the lesser-known individuals who work tirelessly in the background to grow the capability of the community. Also look out for news on new map releases!

Of course we will also be looking at Maps and what makes them fun to play. We will take a close look at the sorts of things to avoid so you can save time and produce a playable product. This issue is about getting everyone on the same page, while also offering news current at the time of publication.

We are in a time where original games are being created within Minecraft. Players familiar with the “Minecraft” way of doing things can quickly understand the logic of these new worlds and start exploring them within minutes and with very few instructions. Networks of multi-player servers regularly introduce new games and features to keep their returning subscribers entertained. YouTube personalities with millions of subscribers have built well-paying careers out of showing new creations and technical wonders of the Minecraft universe. Behind all of this are the people who work within the limitations of the game to bring these new ideas to life. These are the Map Makers. This is you.

I want to personally thank you for joining me on this journey. Together we will make better worlds!

- **Adrian Brightmoore, Editor**
- Twitter: [@abrightmoore](#)

### Submission Guidelines

We are interested in what YOU have to say. Content you make for **Map<sup>Mag</sup>** can be sent to:  
[mapmakingmag@gmail.com](mailto:mapmakingmag@gmail.com).

The best letters, articles, art, and other work may be selected for inclusion in **Map<sup>Mag</sup>** editions or on affiliate websites and other communication channels. Because **Map<sup>Mag</sup>** is made by the community for the community, **Map<sup>Mag</sup>** is free for readers and we don’t pay you for anything. We ask for permission to include your work in the magazine.

Any content you submit must be your own work, or work that you have the right to submit. By sending us your work you agree that we may edit it for readability or make changes we think are necessary for the magazine. If we decide to include your work you acknowledge that you have granted us the right to publish your work in **Map<sup>Mag</sup>** and you understand that your work may be quoted or discussed on the internet by anyone in the world without limitation.

All other rights to your work remain with you. You own your work. We are allowed to use it for **Map<sup>Mag</sup>**. It is that simple.

We will credit you by real name, game name, social media account, or another method that you prefer and that we mutually agree. We will not share your email address without your express permission. If you do not tell us how to credit you for your work then you will not be published in **Map<sup>Mag</sup>**.

If we refer to you or your work in **Map<sup>Mag</sup>** you acknowledge that we do so in good will and our intention is not to damage or harm.

### DISPUTES

Writing about what you enjoy and hearing from other people with similar interests can be great fun. When people are excited about what they are doing sometimes things can get a little heated in a large community. If you have any concerns over what **Map<sup>Mag</sup>** is doing or how we are doing it then please contact us describing your concern. This will allow us to understand how we can do better. We can be reached at [mapmakingmag@gmail.com](mailto:mapmakingmag@gmail.com).

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# A Short History of Map Making

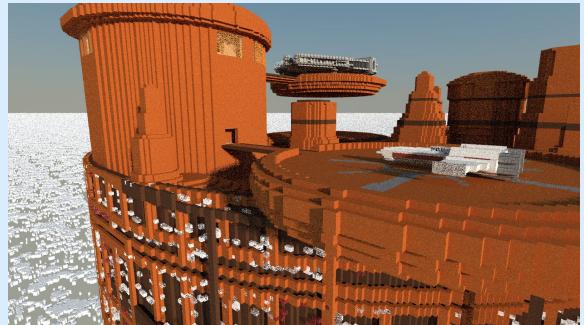
When Minecraft arrived in 2009 a Swedish developer with the catchy online name "[Notch](#)" gave kids everywhere on Earth a place to create and share their ideas and creations. In the following few years Notch formed the company [Mojang](#) and built a team to expand the game. Much later he [sold the company to the global technology firm Microsoft](#) who have, at the time of writing, [integrated Minecraft and the Virtual Reality "Hololens" device](#).

At this point many articles on Minecraft mention the amazing financial and social numbers associated with this game. What you need to know is that Minecraft is very, very, popular with kids of all ages and will be for a long time to come. It has been described as 'Lego inside your computer' and even that description falls short of explaining the power Minecraft has over tens of millions of people.

The idea started simple: make houses, boats, tools, and castles by placing cubes together. This swiftly evolved into a complex simulation including farming concepts like growing and harvesting crops, breeding livestock like cows and chickens, and automated machinery using a strange electrical-like system called "Redstone".

With these tools players created Adventure games built around simple mechanical devices. Puzzles involved pulling levers, unlocking doors, and discovering secret codes within a fantastic world built of textured blocks. Battles were fought and won. Treasure was found. Good triumphed over Evil. A hunger for new engaging content was satisfied by the community who shared their own creations via websites and email. These Map Makers discussed how to improve their craft through [online forums](#) and chat.

Redstone gave people the tools to build working digital computers that could perform binary mathematics, just like the device where you are reading these words. They were slow and simple, but importantly they worked just like their real-world counterparts. Signals flowed through circuits and the results appeared as expected. The masters of this new technology were thrust onto the world stage with [articles written about their amazing accomplishments](#) in popular technology and science magazines like [Wired](#). Minecraft became a tool to explore complex [educational concepts](#) like "boolean logic".



A community of programmers has developed expansions to Minecraft that add new blocks and other features. An expansion like this is called a "Mod", short for "Modification". One notable example saw [Caltech](#), [Google](#) and others collaborate on a project named "[qCraft](#)" to teach the concepts of quantum physics within Minecraft.

Things kept changing. Pretty soon Mojang delivered a scripting tool in the form of the "Command Block". This block allows people to redesign key parts of the Minecraft game. Suddenly programmers were putting away their text editors and instead excitedly *building executable programs* in 3D space, using blocks! Recreations of classic games like [Pac-Man](#) and [Space Invaders](#) appeared and Minecraft gamers were able to play these arcade games within their own worlds by downloading a copy of the world files.

Like most of Minecraft there is no real official instruction book for Redstone and Command Blocks. Players have to work out the way things work for themselves. Collaboration is key to understanding the possibilities of Minecraft. Often players will discover an unintended feature of the game that even the Mojang Developers seem surprised to see.

Map Makers work by combining the tools Mojang have created in new and interesting ways. Some Maps are private creations which are only played amongst a few friends. Others have been played by hundreds of thousands of people, or been [downloaded millions of times](#).

Outlets for new Map distribution includes [community driven download sites](#), [commercial server networks](#), and even through Mojang's own server network called "[Realms](#)". Players remain hungry for new quality content to satisfy their Minecraft hunger. Mojang is still expanding and improving the game regularly. It seems likely that Map Making, in one form or another, will be with us far into the future.

# Maps are for Everyone

Minecraft players enjoy playing different types of games, as long as the game is still “Minecraft”! This seems like it might limit your creativity, but it did not stop prolific Map Maker [@Jigarbov](#) from designing a complete city simulator, called “[Simburbia](#)”. Master Map Maker [@SethBling](#) has ported popular platform games to Minecraft, as well as teaming up with real-life Teacher and Physicist [@Cubehamster](#) to create an original combat strategy game “[Missile Wars](#)”. [@Vechs](#) has developed and released a range of “[Super Hostile](#)” maps intended to challenge the toughest gamers. Minecraft’s powerful engine gives you lots of options to make fun and exciting worlds.

There are many game types that are so similar that people have given them names. We will take a closer look at individual map types in future [MapMag](#) issues. You might get some ideas for your next Map from reading through this list:

**Challenge Maps** are games where the player’s intelligence is tested by the environment. The success of these maps is often through problem solving combined with an immersive story, detailed build, and clever innovative mechanic.

- **Parkour** asks the player to leap across gaps in the floor to reach an objective. A solid example is [Jump Arena](#) by [@NateT\\_Bird](#)
- **Puzzle** maps test intelligence by establishing a problem and the tools to solve it. Tip: A system for unlocking hints can prevent frustration and keep the game moving. See [The Present Factory](#) by [@Qwertuiopthepie](#), or [Oscilight](#) by [@Dwittyyv](#)
- **Complete The Monument** (known as CTM) sees a player collecting a set of objects that are assembled to finish the game. See [Simulation Protocol](#) by TikaroHD
- **Escape** sets the player in a restrictive environment and with each challenge solved they are one step closer to freedom. See [The Escape](#) by AnimalMix55
- **Adventure** has quests and character development within an overall mission to complete. Dungeon **Hack** or **Roguelikes** are a related style of map where the goal is to combat monsters in a maze for treasure and items. See [Infinity Dungeon](#) by [@Jigarbov](#)
- **Creative** games provide the player with a sandbox environment within which they are free to build. A theme and timer often feature with the end game decided by consensus of the players. See [The Building Game](#) by [@Sethbling](#) for a good example of this style of game, or [Pixel Painters](#) on [@Hypixel](#).
- **Survival** throws the player into an often hostile environment to see how they thrive. There may be objectives to be met and on attaining the end game the player may be able to continue to play in the world. See [Skyblock](#) by noobcrew

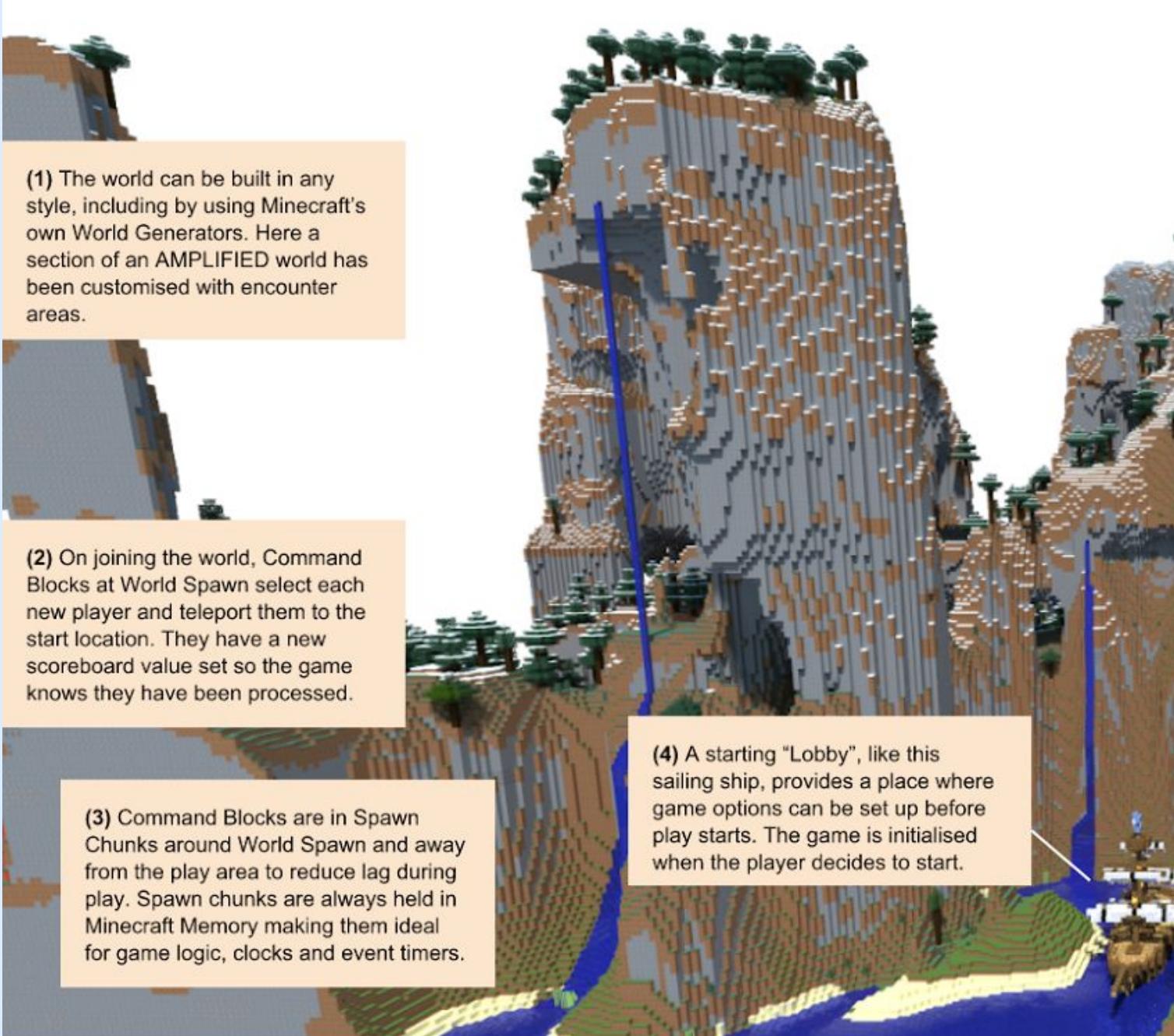
**Conquest Maps** have the goal of defeating opposition players through combat or a related game mechanic.

- **Arena** provides an enclosed space within which the players battle to survive each round. See [Death Sentence](#) by [@Hypixel](#).
- **Capture The Flag** (known as CTF) asks the player to enter hostile territory and secure a key position. See [Nuked](#) by [@MC\\_Labs15](#) and [@CocoaMix86](#)
- **Spleef** (known as “Ah! The floor is gone and I am falling!”) is a unique arena style game where the floor erodes or is destroyed over time through the actions of players. See [Sunburn Phoenix](#) by [@TheDestru71on](#) and [@WireSegal](#)
- **Race For Wool** (known as RFW) sets two teams against each other on separate map lanes, each attempting to attain a goal while obstructing the other. See [Tunnel Vision](#) by /u/last\_username
- **Racing** games are decided by speed and skill with players hurtling through obstacle filled environment in search of power ups. See [Run of the Damned](#) by [@Dragnoz](#)

Of course there are probably infinite variations on these themes, and player tastes change all the time. Some variations are cross-overs (literally, as in the case of “Switch” survival games where you and another player trade places after a short period of time). Others lean on popular culture, as in [@BetaTheData](#)’s spooky [Therapy](#). Variations can also include whether it is a single player experience, co-operative multiplayer, or team based competitive game. Some maps combine many different styles and this makes them uniquely popular, as in the case of [Diversity 2](#) by [@theQMagNet](#) and friends which currently [holds an official Guinness World Record!](#)

The trick as a Map Maker is to create an *engaging* gaming experience that is *unique* by finding the winning formula to **interest and excite your players!**





(1) The world can be built in any style, including by using Minecraft's own World Generators. Here a section of an AMPLIFIED world has been customised with encounter areas.

(2) On joining the world, Command Blocks at World Spawn select each new player and teleport them to the start location. They have a new scoreboard value set so the game knows they have been processed.

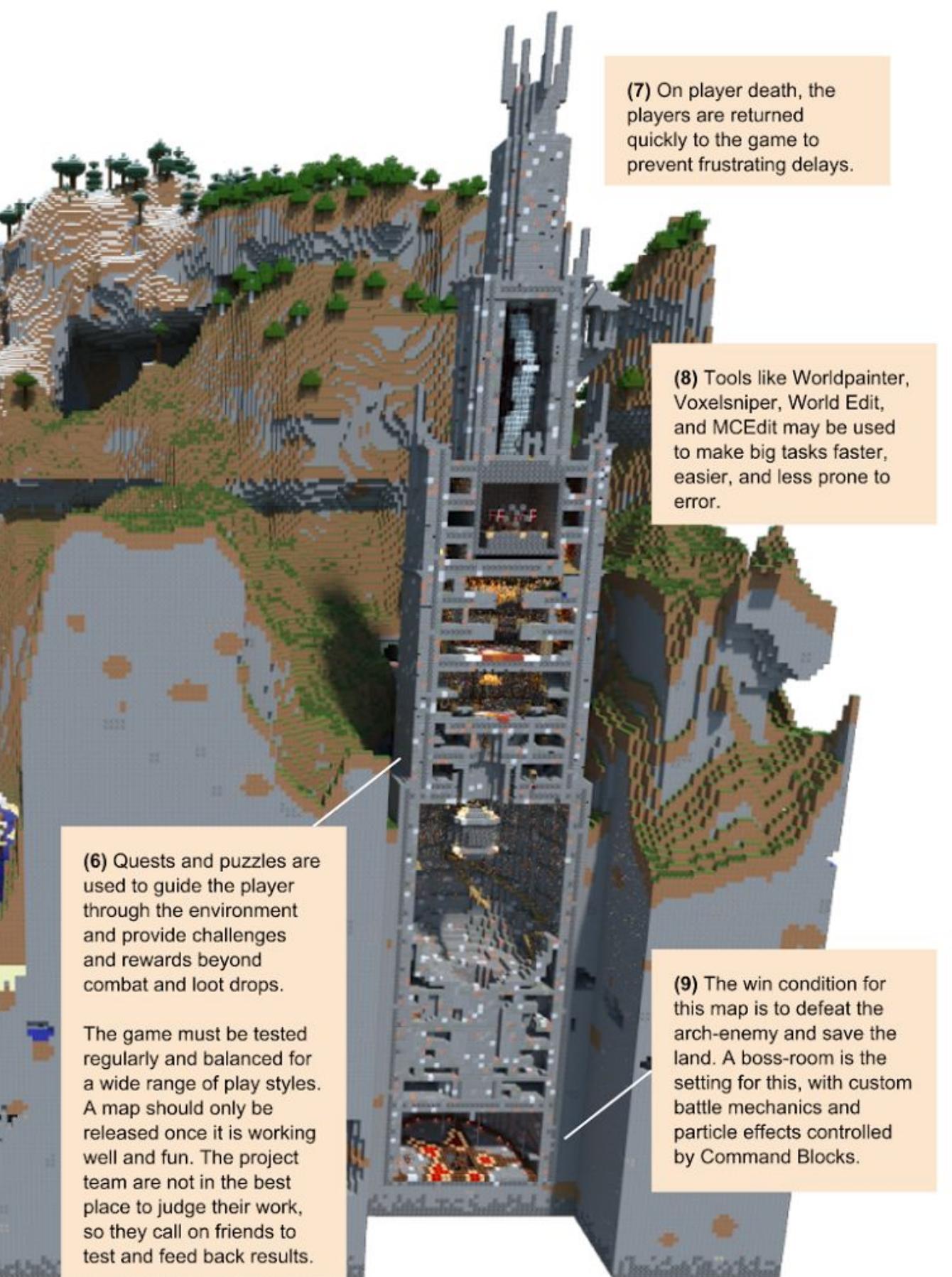
(3) Command Blocks are in Spawn Chunks around World Spawn and away from the play area to reduce lag during play. Spawn chunks are always held in Minecraft Memory making them ideal for game logic, clocks and event timers.

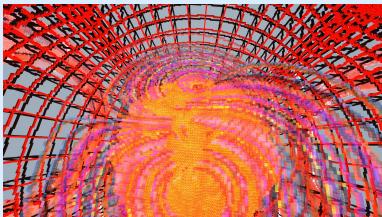
(4) A starting "Lobby", like this sailing ship, provides a place where game options can be set up before play starts. The game is initialised when the player decides to start.

## THE PROJECT TEAM

The project team can be any size and includes landscape and building artists, model artists, sound designers, Command Block technicians, testers, project lead and perhaps even a producer! They all have to work together to avoid causing problems for each other. Tools like Trello and Jira are used to support effective communication and balance workload. A backup strategy is used to make sure work is not lost if disaster strikes. Discussion amongst the team is regular even if some of the participants are on the other side of the world!

(5) Custom monsters are created by the Map Maker using a combination of existing mobs, block models, and in some cases Command Block methods to alter behaviour or appearance.





## Tech News

As we publish **Map<sup>Mag</sup>** we take a look at new developments in the exciting world of Minecraft Map making. In this section you will find Techniques, Tools and Mods that we think the world needs to know about. Check the linked release videos and websites for World Saves, Commands, Programs, and Schematic files that you can use in your own projects. Often these new technologies can save you a lot of time because the author has already spent hours working out the bugs and finding out exactly how to use Minecraft to get things done.

These technical tools are labours of love for their authors and project teams, so **make sure you give them a shout out for their help**. We have included their Twitter and YouTube channel details and so you can quickly **subscribe to stay up to date** on all their new innovations as they come up with them!

## Tools

Sometimes you know exactly how to do something but... it will take forever to do it. Or perhaps the thing you want to do with Command Blocks is pretty complex and one typo can leave you with days of debugging. Clever people automate to save time and to improve the quality of their work. Here we look at the types of tools they create and share with the world to **make your Map Making experience faster and easier**.

### ArmorStand tools

Mr Garretto ([@JustMrGarretto](#)) has been working on his ArmorStand tool since ArmorStands were added to the game. It is a full editor that runs in your browser and allows easy customisation of all parts of ArmorStands. He also provides a way to make 'micro-blocks' (more on this later) and supports animated ArmorStand Scenes. Impressive stuff!

- Easily Animate Full Armorstands  
<https://www.youtube.com/watch?v=cclSgQ99VyQ>

### Cut scene Generators

Occasionally you need to show the player something to advance the story. With these 'cutscene generators' you can take control of the game experience back from the player and guide them on a path through the world while pointing them in the right direction. These tools often work by generating teleport command blocks which, when run, will force the player to travel a path in space which you decide.

- [@professorTRS](#)'s Cutscene Generator is a worksheet for 1.9 snapshots and above. Find out more here  
<https://www.youtube.com/watch?v=x6iXPHfkHmY>
- [@mrilliteracy](#) has released a program. Check it out here:  
[https://www.youtube.com/watch?v=J1faP24\\_hLc](https://www.youtube.com/watch?v=J1faP24_hLc)
- [@CrushedPixel](#) has created a mod that simplifies defining paths in-game and replaying. It is recently updated to work in Minecraft 1.10.2:  
<https://www.youtube.com/watch?v=l-RNbCRm1-k>

### Minecraft Command Code (MCC)

Once you have more than a few Command Blocks in your map you will be faced with the problem of how to effectively manage the text code and NBT references. Making changes to scoreboards that appear in many places is a tricky task to get right without introducing errors.

Minecraft Command Code (MCC) is a syntax highlighter built to help make Minecraft commands readable in the text editor Sublime. MCC includes highlighting for NBT, JSON, entity selectors, and everything you need to help write your commands, fix your bugs, and release your map.

- Download MCC from  
<https://github.com/42iscool42/MCC>
- Moesh [@LeMoesh](#)

### Smelt, an MCC compiler

Smelt is a Command Line Interface (CLI) tool for Map Makers. It's currently in beta; But quickly moving towards a version 1.0 release. It's used to compile MCC files (See above - Ed) into combined-command installers, speed up the process of managing/building command block mechanics for a map. It has useful features, such as allowing you to specify the type of command blocks to be used, as well as a very early plugin system that allows plugins to be created (in JavaScript) on a per project basis. More info available at <http://smelt.gnasp.com>

- Gnasp [@GnaspGames](#)

# New PC Maps

This is what we are all about - new maps made in Minecraft! Notable news about new and exciting developments will be shared with you as regularly as we can manage it. Let us know if you have played a new map that you think the world needs to know about and we will check it out! When you release your map, let us know about it too!

## Pokemon Cobalt and Amethyst



Phoenix SC ([@phnixhamsta](#)) is an Australian Minecraft Concept Creator, Map Maker, and YouTube personality (<http://www.youtube.com/phnixhamstasc>) who is leading a project team to create a Pokémon-themed experience within Minecraft, since late-2014, using only Command Blocks, Redstone, clever environment builds, and Resource Packs.

Pokémon, if you are unfamiliar with it, started as a video game franchise which expanded into an anime and popular trading card game involving some collecting, deck assembling, and unique combat elements.

The world the project team has built includes custom mechanics to replicate battles and unique Pokémonmodels. With the full map release expected in December 2016, the team has released a new playable mini-map for the first Gym in the game. The previous map releases are also available.

- Map 3: download and play the first Gym:  
<https://www.youtube.com/watch?v=p2J7PZv-b9c>
- Map 2: download and play the Arceus battle:  
<https://www.youtube.com/watch?v=PInsM313Ah0>
- Map 1: download and play the demo:  
<http://www.youtube.com/watch?v=49TvAcovu2o>

You can follow the progress of this project on Twitter through the hashtag [#PokeCA](#).

## The Great Fire of London



The Museum of London ([@MuseumofLondon](#)) is expanding their world into Minecraft through the release of a complete build, by [@BlockworksYT](#), of the UK mega-city London as it was in 1666. Why this year? It turns out there's learning to be done! London was destroyed in 1666 by a Great Fire. Being imaginative folk, the British called this event "The Great Fire", and many years later, an exhibition was born.

The map [includes an explorable city](#) with a scavenger hunt that reveals interesting facts about the city of the time. Future maps are reported to include minigames where the player will fight The Great Fire and also rebuild their own version of London.

In Minecraft, everything can be reused in the next big build. It will be very interesting to see how people build on this free digital city once it is in their hands! What adventures might you create in an entire medieval city? Let us know!

- You wouldn't download a city, would you? Of course you would! Get it from here:  
<https://www.museumoflondon.org.uk/discover/gre-at-fire-1666>

[@BlockworksYT](#), [@Dragnoz](#), [@theCommonPeople](#), and [@stampylongnose](#) have been making educational and fun Minecraft maps for a while now. Watch out for our profile on these remarkable map makers in an upcoming issue.

# New Console and PE Maps

The range of features available to Map Makers on non-PC platforms may still be playing catch up with the PC version, however many of the same skills are on display in the Map Making teams. Have you seen a new map release recently that is interesting and engaging? Drop us a line and let us know about it at [MapMakingMag@gmail.com](mailto:MapMakingMag@gmail.com)

## TN City (PE)

A Minecraft PE team including Map Maker TrungVietNam has reportedly spent two years building out a complex city by hand. The City is the story in this type of map, waiting for you to explore! The world is online on drop-box and indexed for download at this site: <http://mcpedl.com/tn-city/>



## Sleepy Hollow (XBOX)

In this map, the team *Universal Builders* has recreated Sleepy Hollow and staged a Murder Mystery in the gothic village.

- View the release video and download the map from: [https://www.youtube.com/watch?v=p5yVQw\\_IF5w](https://www.youtube.com/watch?v=p5yVQw_IF5w)
- Subscribe to Universal Builders here: <https://www.youtube.com/channel/UCPe0YVAFUzon82f3ZEM-1ow>

## Rube Goldberg Machine (Win10/PE)

Mojang has teased many new PE features with the aid of [@BlockworksYT](#) who constructed an elaborate machine to demonstrate all the gizmos for the “Friendly Update” release of Minecraft.

- Download the world save here: <http://www.planetminecraft.com/project/rube-goldberg-machine---the-friendly-update-trailer/>

## Minecraft for Windows 10: One Year Birthday Map (Win10)

Minecraft for Windows 10 is a year old and Blockworks has created a roller coaster birthday map to mark the occasion:  
<https://youtu.be/6ey6-86iQRc>

# /Summon RazeNave

Each issue we summon an experienced Minecraft Map Maker to share their insights and skills with the community. This week, [@mwthecool](#) takes advantage of a link to **RazeNave** to find out how one of the most ambitious map projects in Minecraft history is going.

## What was your first experience with Minecraft?

**RazeNave:** My friend Jon begged me to buy it so I could join him in the game. I was resistant because I get complacent with my old set of games more than anything else. After some casual survival play together, he had an idea for a project that, as a programmer, he thought would be fun to try out. He wanted to program The Legend of Zelda in Minecraft using command blocks. Being gung ho and suggestible when it comes to ideas like this, I said "OK, let's do it". That was without bothering to process what that meant.

## How long ago was this?

**RazeNave:** September 2014

## And you're still working on this project today?

**RazeNave:** Yes. It requires some dedication...

## How faithful is the map to the original game?

**RazeNave:** From that classic overhead perspective, or when viewed on a map, it's entirely faithful. The layout is practically pixel perfect and the colors are as close as we could get them using default Minecraft textures.

## Did you use a program to make that easier?

**RazeNave:** For that step, no. Jon laid out the footprint of each "screen" and I chiseled in the finer details. It's possible there are some small mistakes but I've done a lot of checking and rechecking. We even made a gif comparing our map with the original, and I've since fixed the few errors I found since then. What I'm most proud of is the fact that we've maintained the perfectly faithful overhead view AND added all sorts of enhancements to the world and the adventure overall, revealed by the new first person 3D perspective this adaptation offers.

Everything that is in the original will be in our game. Mild liberties are taken when it isn't practical to find a way to replicate something perfectly. This has a lot to do with the fact that our map is not using any mods at all. A resource pack will help us make things work efficiently so we can provide a smooth gameplay experience, but it will not introduce anything that isn't recognizably already an element in the Minecraft universe. Most Minecraft elements are repurposed and their functions are redefined, as our game is as much an homage to Minecraft as it is to The Legend of Zelda. Along the way the player will encounter many familiar Minecraft elements tucked away throughout. Think of it as an alternate Minecraft dimension, or the result of both games mistakenly walking into a teleportation device at the same time and have materialized elsewhere all mashed together. In a good and hopefully not horrifying way.

## This is obviously a big project, so how did you tackle it?

**RazeNave:** The first step was whether it was possible to have the control necessary to populate a huge map with everything it needed and still function correctly. When Jon solved that problem by designing a player tracker / entity loader system to make things run smoothly, I was then left with the challenge of transposing a flat 2D map into a 3D experience. How exactly would we choose to handle topography? Where would we take liberties? Overall, how do we walk the line between a recognizably faithful homage of a 2D game in a fully immersive 3D world? Minecraft has its limitations when it comes to "realism". Luckily, NES games translate very well, but how far do we go? Would players of the original game both understand where they were in an otherwise familiar map AND be stimulated by the way in which we brought those recognizable areas to life? That was a very important line to walk. There was also another challenge. Certain areas would threaten to become very disorienting and hard to distinguish from others when viewing in first person. How do you help players keep track of where they are? Furthermore, could we use this new perspective to surprise players and make them feel like we've revealed something that they would have seen all along if only they hadn't been restricted to a bird's eye view this whole time? There were many ways we could expand on it, but it is important to set parameters in order to make sure everything achieves the right balance and really delivers on multiple levels.

## Do you think people who haven't played the Zelda games will feel alienated playing this?

**RazeNave:** Not at all. The intention is for the map to provide an engaging adventure whether or not you are familiar with the source material or even the tropes of the series. "The Legend of Zelda" was the introduction to what became one of the strongest brands in gaming. Hopefully our adaptation can stand on its own just the same.

## If you were giving an award speech for this map, who would you thank?

**RazeNave:** @gerrybrano has essentially partnered with us on this project and has contributed the most. So he gets the biggest thanks, though anyone who touched it at all or took time to help out in any way gets a HUGE thank you!!

## Where can people follow the Legend of Zelda map's progress, and where can they get in contact with you?

**RazeNave:** They can read more by visiting <https://zeldaminecraft.wordpress.com> and can contact us through there or via reddit by sending messages to u/senselesswander

Thanks RazeNave!

/kill @e[name=Razenave]

# End...?

We hope have enjoyed this first issue of **Map<sup>Mag</sup>**. It has been carefully crafted to exacting specifications for your enjoyment. You may be a little disappointed to hear that this is The End, however. To help you survive until the next edition let us support your Map Making hunger between issues with a shared project.

Over the following issues we will build a map together, stage by stage. As each issue arrives, make sure you read through cover-to-cover to discover tools, tips and techniques that you can use to complete each stage. This first issue is mainly concerned with getting off the ground and starting our journey, so we will also get our map off the ground.

It all starts with an idea!

Below is a simple tool, The Mapulator™. You can use it to start thinking about the game type and goals of your map. To use it, run your finger down the left hand side and stop at random. Then drag your finger across to the right and stop somewhere on the chart. What square are you in? If you do not have a touch screen you can read off the title of the row and column. **Map<sup>Mag</sup>** selected “Survival/Arena”. What might this game look like?

Perhaps the player is a futuristic Gladiator in a combat arena. In between battles they need to explore the surrounding city gathering food, equipment and weapons to help with each battle. The story you create can start as simple as this and become more detailed as you develop your map. We will start our **Map<sup>Mag</sup>** map with this idea. We might also start with the idea this is a single player map though we can change our mind later to add in multiplayer elements like PvP combat and a leaderboard.

*Map Design Tool: The Mapulator*

	Parkour	Puzzle	Complete the Monument	Escape	Adventure	Creative	Survival	Arena	Capture the Flag	Spleef	Race for Wool	Racing
Parkour												
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Creative												
Survival												
Arena												
Capture the Flag												
Spleef												
Race for Wool												
Racing												

What is your map idea? Let us know on Twitter: [@MapMakingMag](#)

Are you stuck for ideas? Take a look at [@NewMapIdeas](#) on Twitter for some crazy and interesting themes.

See you again soon!

How did you enjoy this issue? We want to hear your thoughts by emailing [MapMakingMag@gmail.com](mailto:MapMakingMag@gmail.com)



@MapMakingMag | [MapMakingMag@gmail.com](mailto:MapMakingMag@gmail.com)

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We use **Chunky** by Jesper Öqvist and the community (<http://chunky.llbit.se/>) for renders.

TN City picture via **MCEDIT** by @Codewarrior0 and the community (<http://www.mcedit.net>)