VoxelGame User Manual

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1 Welcome!

Thank you for downloading VoxelGame. This manual gives you a (limited) overview of the game's features and how to use them. Do not expect much from the game, playability is not the main focus of this project.

2 Versions

- 1.0.0 The First Release
- 1.1.0 The World Update
- 1.2.0 The Block Update
- 1.3.0 The Water Update

3 Blocks

3.1 Air

The air block that fills the world. Could also be interpreted as "no block".

ID: Air Solid: \boldsymbol{X} Interactions: \boldsymbol{X} Replaceable: \checkmark

3.2 Grass

Dirt with some grass on top. Plants can be placed on top of this. The grass can burn, creating ash.

ID: Grass
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.3 Ash-covered Dirt

Grass that was burned. Water can burn the ash away.

ID: GrassBurned Solid: ✓ Interactions: ✗ Replaceable: ✗

3.4 Dirt

Simple dirt. Grass next to it can spread over it.

ID: Dirt Solid: \checkmark Interactions: $\cancel{\times}$ Replaceable: $\cancel{\times}$

3.5 Farmland

Tilled dirt that allows many plants to grow. While plants can also grow on normal grass, this block allows full growth.

ID: Farmland Solid: ✓
Interactions: ✗
Replaceable: ✗

3.6 Tall Grass

A tall grassy plant. Fluids will destroy it, if the level is too high.

ID: TallGrass Solid: \boldsymbol{X} Interactions: \boldsymbol{X} Replaceable: \checkmark

3.7 Taller Grass

A somewhat taller version of the normal tall grass.

ID: TallerGrass Solid: $\boldsymbol{\times}$ Interactions: $\boldsymbol{\times}$ Replaceable: $\boldsymbol{\checkmark}$

3.8 Tallest Grass

An even taller version of the normal tall grass. Truly the tallest grass in the game.

 $\begin{array}{c} \text{ID: TallestGrass} \\ \text{Solid: } \pmb{\varkappa} \\ \text{Interactions: } \pmb{\varkappa} \\ \text{Replaceable: } \pmb{\varkappa} \end{array}$

Red Flower 3.9

A simple red flower.

ID: RedFlower

Solid: \boldsymbol{X} Interactions: \boldsymbol{X}

Replaceable: \checkmark

3.10 Red Tall Flower

A very tall red flower.

ID: RedTallFlower

Solid: X

Interactions: X Replaceable: \boldsymbol{X}

Mud 3.11

Mud is created when water and dirt mix.

ID: Mud

Solid: \checkmark Interactions: \checkmark

Replaceable: X

3.12**Pumice**

Pumice is created when lava rapidly cools down, while being in contact with a lot of water.

ID: Pumice

Solid: ✓

Interactions: \boldsymbol{X}

Replaceable: \boldsymbol{X}

3.13 Obsidian

Obsidian is a dark type of stone, that forms from lava.

 ${\rm ID}\colon {\tt Obsidian}$

Solid: ✓

Interactions: X

Replaceable: X

3.14 Snow

Snow covers the ground, and can have different heights.

```
ID: Snow Solid: \checkmark Interactions: \checkmark Replaceable: \checkmark
```

3.15 Sand

Sand naturally forms and allows water to flow through it.

```
ID: Sand Solid: \checkmark Interactions: \nearrow Replaceable: \nearrow
```

3.16 Gravel

Gravel, which is made out of small pebbles, allows water to flow through it.

```
ID: Gravel Solid: \checkmark Interactions: \cancel{\times} Replaceable: \cancel{\times}
```

3.17 Ash

Ahs is the remainder of burning processes.

```
ID: Ash Solid: \checkmark Interactions: X Replaceable: X
```

3.18 Cactus

A cactus slowly grows upwards. It can only be placed on sand.

```
ID: Cactus
Solid: ✓
Interactions: ✗
Replaceable: ✗
```

3.19 Pumpkin

Pumpkins are the fruit of the pumpkin plant. They have to be placed on solid ground.

```
ID: Pumpkin
Solid: ✓
Interactions: ✗
Replaceable: ✗
```

3.20 Melon

Melons are the fruit of the melon plant. They have to be placed on solid ground.

```
ID: Melon Solid: \checkmark Interactions: X Replaceable: X
```

3.21 Spider Web

Spiderwebs slow the movement of entities and can be used to trap enemies.

```
ID: Spiderweb
Solid: X
Interactions: X
Replaceable: X
```

3.22 Vines

Vines grow downwards, and can hang freely. It is possible to climb them.

```
ID: Vines Solid: \boldsymbol{X} Interactions: \boldsymbol{X} Replaceable: \boldsymbol{X}
```

3.23 Flax

Flax is a crop plant that grows on farmland. It requires water to fully grow.

```
ID: Flax Solid: X
Interactions: X
Replaceable: X
```

3.24 Potatoes

Potatoes are a crop plant that grows on farmland. They require water to fully grow.

ID: Potatoes

Solid: X

Interactions: X Replaceable: X

3.25 Onions

Onions are a crop plant that grows on farmland. They require water to fully grow.

ID: Onions

Solid: X

Interactions: X

Replaceable: X

3.26 Wheat

Wheat is a crop plant that grows on farmland. It requires water to fully grow.

ID: Wheat

Solid: X

Interactions: X

Replaceable: X

3.27 Maize

Maize is a crop plant that grows on farmland. Maize grows two blocks high. It requires water to fully grow.

ID: Maize

Solid: X

Interactions: X

Replaceable: X

3.28 Pumpkin Plant

The pumpkin plant grows pumpkin fruits.

ID: PumpkinPlant

Solid: X

Interactions: \boldsymbol{X}

Replaceable: X

3.29 Melon Plant

The melon plant grows melon fruits.

ID: MelonPlant

Solid: \boldsymbol{X} Interactions: \boldsymbol{X} Replaceable: \boldsymbol{X}

3.30 Glass

Glass is transparent block.

ID: Glass Solid: \checkmark Interactions: \times Replaceable: \times

3.31 Tiled Glass

Tiled glass is like glass, but made out of four tiles.

ID: GlassTiled Solid: ✓

Interactions: X
Replaceable: X

3.32 Steel

The steel block is a metal construction block.

ID: Steel Solid:

Solid:
✓
Interactions:

Replaceable:
✓

3.33 Ladder

A ladder allows climbing up and down.

ID: Ladder Solid: X

Interactions: X
Replaceable: X

3.34 Small Tiles

Small tiles for construction of floors and walls.

ID: TilesSmall
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.35 Large Tiles

Large tiles for construction of floors and walls.

ID: TilesLarge
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.36 Black Checkerboard Tiles

Black checkerboard tiles come in different colors.

ID: TilesCheckerboardBlack Solid: \checkmark Interactions: \checkmark Replaceable: \nearrow

3.37 White Checkerboard Tiles

White checkerboard tiles come in different colors.

ID: TilesCheckerboardWhite Solid: ✓ Interactions: ✓ Replaceable: ✗

3.38 Clay Bricks

Clay bricks, placed as a block and connected with mortar. This block is a construction material.

ID: ClayBricks
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.39 Red Plastic

Red plastic is a construction material.

```
ID: RedPlastic Solid: ✓
Interactions: ✗
Replaceable: ✗
```

3.40 Concrete

Concrete is a flexible construction material that can have different heights and colors. It can be build using fluid concrete.

```
ID: Concrete Solid: \checkmark Interactions: \checkmark Replaceable: \checkmark
```

3.41 Vase

The vase is a decorative block that must be placed on solid ground.

```
ID: Vase
Solid: ✓
Interactions: ✗
Replaceable: ✗
```

3.42 Wool

Wool is a flammable material, that allows its color to be changed.

```
ID: Wool Solid: \checkmark Interactions: \checkmark Replaceable: \nearrow
```

3.43 Decorated Wool

Decorated wool is similar to wool, decorated with golden ornaments.

```
ID: WoolDecorated Solid: ✓
Interactions: ✓
Replaceable: ✗
```

3.44 Carpet

Carpets can be used to cover the floor. Their color can be changed.

ID: Carpet Solid: \checkmark Interactions: \checkmark Replaceable: \nearrow

3.45 Decorated Carpet

Decorated carpets are similar to carpets, decorated with golden ornaments.

ID: CarpetDecorated
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.46 Glass Pane

Glass panes are a thin alternative to glass blocks. They connect to some neighboring blocks.

ID: GlassPane Solid: ✓ Interactions: ✗ Replaceable: ✗

3.47 Bars

Steel bars are a thin, but strong barrier.

ID: Bars Solid: \checkmark Interactions: $\cancel{\times}$ Replaceable: $\cancel{\times}$

3.48 Clay Brick Wall

A wall constructed using clay bricks. The wall does not prevent jumping over it, and can connect to other blocks.

ID: ClayBrickWall
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.49 Steel Door

The steel door allows closing of a room. It can be opened and closed.

```
ID: DoorSteel Solid: \checkmark Interactions: \checkmark Replaceable: \checkmark
```

3.50 Barrier

The fluid barrier can be used to control fluid flow. It can be opened and closed. It does not prevent gasses from flowing through it.

```
ID: FluidBarrier
Solid: √
Interactions: √
Replaceable: X
```

3.51 Steel Pipe

The industrial steel pipe can be used to control fluid flow. It connects to other pipes.

```
ID: SteelPipe
Solid: ✓
Interactions: ✗
Replaceable: ✗
```

3.52 Straight Steelpipe

This pipe is a special steel pipe that can only form straight connections. It is ideal for parallel pipes.

3.53 Valve Pipe

This is a special steel pipe that can be closed. It prevents all fluid flow.

```
\begin{array}{c} \text{ID: PipeValve} \\ \text{Solid: } \checkmark \\ \text{Interactions: } \checkmark \end{array}
```

Replaceable: X

3.54 Pump

The pump can lift fluids up when interacted with. It can only lift up to a threshold of 16 blocks.

```
ID: Pump Solid: \checkmark Interactions: \checkmark Replaceable: \checkmark
```

3.55 Fire

Fire is a dangerous block that spreads onto nearby flammable blocks. When spreading, fire burns blocks which can destroy them.

```
ID: Fire
Solid: ✗
Interactions: ✗
Replaceable: ✓
```

3.56 Pulsating Block

This is a magical pulsating block.

```
ID: Pulsating
Solid: 

✓
Interactions: 
✓
Replaceable: 

✓
```

3.57 Eternal Flame

The eternal flame, once lit, will never go out naturally.

3.58 Path

The path is a dirt block with its top layer trampled.

```
ID: Path
Solid: ✓
```

Interactions: \boldsymbol{X} Replaceable: \boldsymbol{X}

3.59 Granite

Granite is found next to volcanic activity.

ID: Granite Solid: ✓

Interactions: X
Replaceable: X

3.60 Sandstone

Sandstone is found all over the world and especially in the desert.

ID: Sandstone

Solid: \checkmark Interactions: XReplaceable: X

3.61 Limestone

Limestone is found all over the world and especially in oceans.

ID: Limestone

Solid: \checkmark Interactions: XReplaceable: X

3.62 Marble

Marble is a rarer stone type.

ID: Marble

Solid: ✓
Interactions: ✗
Replaceable: ✗

3.63 Clay

Clay is found beneath the ground and blocks groundwater flow.

ID: Clay

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

3.64 Permafrost

Permafrost is a type of soil that is frozen solid.

ID: Permafrost

Solid: \checkmark Interactions: X Replaceable: X

3.65 Core

The core of the world, which is found at the lowest level.

ID: Core

Solid: 🗸

Interactions: X

Replaceable: X

3.66 Ice

A block made out of frozen water.

ID: Ice

Solid: ✓

Interactions:

✓

Replaceable: X

3.67 Error

An error block, used as fallback when structure operations fail.

ID: Error

Solid: 🗸

Interactions: X

Replaceable: \boldsymbol{X}

3.68 Roots

Roots grow at the bottom of trees.

ID: Roots

Solid: 🗸

Interactions: X

Replaceable: X

3.69 Salt

Salt is contained in seawater, it becomes usable after the water evaporates.

ID: Salt Solid: \checkmark Interactions: \checkmark Replaceable: \nearrow

3.70 Worked Granite

Worked granite is a processed granite block. The block can be used for construction.

ID: WorkedGranite
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.71 Worked Sandstone

Worked sandstone is a processed sandstone block. The block can be used for construction.

ID: WorkedSandstone Solid: ✓ Interactions: ✗ Replaceable: ✗

3.72 Worked Limestone

Worked limestone is a processed limestone block. The block can be used for construction.

ID: WorkedLimestone
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.73 Worked Marble

Worked marble is a processed marble block. The block can be used for construction.

 $\begin{array}{c} \text{ID: WorkedMarble} \\ \text{Solid: } \checkmark \\ \text{Interactions: } \checkmark \end{array}$

Replaceable: X

3.74 Worked Pumice

Worked pumice is a processed pumice block. The block can be used for construction.

ID: WorkedPumice Solid: ✓ ∴ ★

Interactions: \boldsymbol{X} Replaceable: \boldsymbol{X}

3.75 Worked Obsidian

Worked obsidian is a processed obsidian block. The block can be used for construction.

ID: WorkedObsidian

Solid: \checkmark Interactions: XReplaceable: X

3.76 Decorated Granite

Worked granite with decorations carved into one side. The carvings show a pattern of geometric shapes.

ID: DecoratedGranite

Solid: \checkmark Interactions: X Replaceable: X

3.77 Decorated Sandstone

Worked sandstone with decorations carved into one side. The carvings depict the desert sun.

ID: DecoratedSandstone

Solid: ✓
Interactions: ✗
Replaceable: ✗

3.78 Decorated Limestone

Worked limestone with decorations carved into one side. The carvings show the ocean and life within it.

ID: DecoratedLimestone

Solid: \checkmark Interactions: X Replaceable: X

3.79 Decorated Marble

Worked marble with decorations carved into one side. The carvings depict an ancient temple.

ID: DecoratedMarble

Solid: \checkmark Interactions: XReplaceable: X

3.80 Decorated Pumice

Worked pumice with decorations carved into one side. The carvings depict heat rising from the earth.

ID: DecoratedPumice

Solid: \checkmark Interactions: X Replaceable: X

3.81 Decorated Obsidian

Worked obsidian with decorations carved into one side. The carvings depict an ancient artifact.

ID: DecoratedObsidian

Solid: \checkmark Interactions: X Replaceable: X

3.82 Granite Cobbles

Marble cobbles, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.

ID: GraniteCobblestone

Solid: \checkmark Interactions: XReplaceable: X

3.83 Sandstone Cobbles

Sandstone cobbles, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.

ID: SandstoneCobblestone

Solid: \checkmark Interactions: \checkmark

Replaceable: X

3.84 Limestone Cobbles

Limestone cobbles, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.

ID: LimestoneCobblestone

Solid: \checkmark Interactions: \checkmark

Replaceable: X

3.85 Marble Cobbles

Marble cobbles, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.

ID: MarbleCobblestone

Solid: \checkmark Interactions: X Replaceable: X

3.86 Pumice Cobbles

Pumice cobbles, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.

ID: PumiceCobblestone

Solid: 🗸

Interactions: X Replaceable: X

3.87 Obsidian Cobbles

Obsidian cobbles, connected by mortar, to form basic road paving. The rough surface is not ideal for carts.

ID: ObsidianCobblestone

Solid: 🗸

Interactions: **X**Replaceable: **X**

3.88 Granite Paving

Paving made out of processed granite. The processing ensures a smoother surface.

ID: GranitePaving

Solid: \checkmark Interactions: X Replaceable: X

3.89 Sandstone Paving

Paving made out of processed sandstone. The processing ensures a smoother surface.

ID: SandstonePaving

Solid: \checkmark Interactions: X Replaceable: X

3.90 Limestone Paving

Paving made out of processed limestone. The processing ensures a smoother surface.

ID: LimestonePaving

Solid: Interactions: Replaceable:

3.91 Marble Paving

Paving made out of processed marble. The processing ensures a smoother surface.

 $ID \colon {\tt MarblePaving}$

Solid: \checkmark Interactions: XReplaceable: X

3.92 Pumice Paving

Paving made out of processed pumice. The processing ensures a smoother surface.

```
ID: PumicePaving
```

Solid: \checkmark Interactions: XReplaceable: X

3.93 Obsidian Paving

Paving made out of processed obsidian. The processing ensures a smoother surface.

```
ID: ObsidianPaving
```

Solid: \checkmark Interactions: X Replaceable: X

3.94 Granite Rubble

When breaking granite, it turns into granite rubble. The block is loose and as such allows water to flow through it.

```
ID: GraniteRubble
```

Solid: \checkmark Interactions: X Replaceable: X

3.95 Sandstone Rubble

When breaking sandstone, it turns into sandstone rubble. The block is loose and as such allows water to flow through it.

ID: SandstoneRubble

Solid: ✓ Interactions: ✗ Replaceable: ✗

3.96 Limestone Rubble

When breaking limestone, it turns into limestone rubble. The block is loose and as such allows water to flow through it.

ID: LimestoneRubble

Solid: \checkmark Interactions: X Replaceable: X

3.97 Marble Rubble

When breaking marble, it turns into marble rubble. The block is loose and as such allows water to flow through it.

ID: MarbleRubble
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.98 Pumice Rubble

When breaking pumice, it turns into pumice rubble. The block is loose and as such allows water to flow through it.

ID: PumiceRubble
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.99 Obsidian Rubble

When breaking obsidian, it turns into obsidian rubble. The block is loose and as such allows water to flow through it.

ID: ObsidianRubble
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.100 Granite Wall

A wall made out of granite rubble. Walls are used to create barriers and can connect to other blocks.

ID: GraniteWall Solid: ✓
Interactions: ✗
Replaceable: ✗

3.101 Sandstone Wall

A wall made out of sandstone rubble. Walls are used to create barriers and can connect to other blocks.

ID: SandstoneWall
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.102 Limestone Wall

A wall made out of limestone rubble. Walls are used to create barriers and can connect to other blocks.

ID: LimestoneWall Solid:
✓
Interactions:
X
Replaceable:
X

3.103 Marble Wall

A wall made out of marble rubble. Walls are used to create barriers and can connect to other blocks.

ID: MarbleWall Solid: \checkmark Interactions: $\cancel{\times}$ Replaceable: $\cancel{\times}$

3.104 Pumice Wall

A wall made out of pumice rubble. Walls are used to create barriers and can connect to other blocks.

ID: PumiceWall
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.105 Obsidian Wall

A wall made out of obsidian rubble. Walls are used to create barriers and can connect to other blocks.

ID: ObsidianWall Solid: ✓

Interactions: \boldsymbol{X} Replaceable: \boldsymbol{X}

3.106 Granite Bricks

Granite, cut into bricks and connected with mortar.

ID: GraniteBricks

Solid: \checkmark Interactions: X Replaceable: X

3.107 Sandstone Bricks

Sandstone, cut into bricks and connected with mortar.

ID: SandstoneBricks

Solid: \checkmark Interactions: XReplaceable: X

3.108 Limestone Bricks

Limestone, cut into bricks and connected with mortar.

ID: LimestoneBricks

Solid: \checkmark Interactions: \checkmark Replaceable: \checkmark

3.109 Marble Bricks

Marble, cut into bricks and connected with mortar.

ID: MarbleBricks

Solid: ✓
Interactions: ✗
Replaceable: ✗

3.110 Pumice Bricks

Pumice, cut into bricks and connected with mortar.

 $\begin{array}{c} \text{ID: PumiceBricks} \\ \text{Solid: } \checkmark \\ \text{Interactions: } \checkmark \end{array}$

Replaceable: \boldsymbol{X}

3.111 Obsidian Bricks

Obsidian, cut into bricks and connected with mortar.

ID: ObsidianBricks

Solid: \checkmark Interactions: XReplaceable: X

3.112 Granite Brick Wall

A wall constructed using granite bricks.

ID: GraniteBrickWall

Solid: \checkmark Interactions: X Replaceable: X

3.113 Sandstone Brick Wall

A wall constructed using sandstone bricks.

ID: SandstoneBrickWall

Solid: \checkmark Interactions: X Replaceable: X

3.114 Limestone Brick Wall

A wall constructed using limestone bricks.

ID: LimestoneBrickWall

Solid: \checkmark Interactions: XReplaceable: X

3.115 Marble Brick Wall

A wall constructed using marble bricks.

ID: MarbleBrickWall

Solid: \checkmark Interactions: XReplaceable: X

3.116 Pumice Brick Wall

A wall constructed using pumice bricks.

ID: PumiceBrickWall
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.117 Obsidian Brick Wall

A wall constructed using obsidian bricks.

ID: ObsidianBrickWall

Solid: \checkmark Interactions: XReplaceable: X

3.118 Lignite

Lignite is a type of coal. It is the lowest rank of coal but can be found near the surface.

ID: Lignite

Solid: \checkmark Interactions: $\overset{\checkmark}{\nearrow}$

Replaceable: X

3.119 Bituminous Coal

Bituminous coal is a type of coal. It is of medium rank and is the most abundant type of coal.

ID: BituminousCoal

Solid: \checkmark Interactions: XReplaceable: X

3.120 Anthracite

Anthracite is a type of coal. It is the highest rank of coal and is the hardest and most carbon-rich.

ID: Anthracite

Solid: ✓
Interactions: ✗
Replaceable: ✗

3.121 Magnetite

Magnetite is a type of iron ore.

ID: Magnetite

Solid: 🗸

Interactions: **X**Replaceable: **X**

3.122 Hematite

Hematite is a type of iron ore.

ID: Hematite

Solid: 🗸

Interactions: X

Replaceable: X

3.123 Native Gold

Native gold is gold ore, containing mostly gold with some impurities.

ID: NativeGold

Solid: 🗸

Interactions: X

Replaceable: X

3.124 Native Silver

Native silver is silver ore, containing mostly silver with some impurities.

ID: NativeSilver

Solid: 🗸

Interactions: X

Replaceable: X

3.125 Native Platinum

Native platinum is platinum ore, containing mostly platinum with some impurities.

ID: NativePlatinum

Solid: 🗸

Interactions: \boldsymbol{X}

Replaceable: \boldsymbol{X}

3.126 Native Copper

Native copper is copper ore, containing mostly copper with some impurities.

ID: NativeCopper

Solid: \checkmark Interactions: \checkmark

Replaceable: X

3.127 Chalcopyrite

Chalcopyrite is a copper ore. It is the most abundant copper ore but is not as rich in copper as other ores.

ID: Chalcopyrite

Solid: \checkmark

Interactions: X

Replaceable: X

3.128 Malachite

Malachite is a copper ore. It is rich in copper, but is not as abundant as other ores

ID: Malachite

Solid: 🗸

Interactions: X Replaceable: X

3.129 Electrum

Electrum is a naturally occurring alloy of gold and silver.

ID: Electrum

Solid: 🗸

Interactions: X

Replaceable: X

3.130 Bauxite

Bauxite is an aluminum ore.

ID: Bauxite

Solid: ✓

Interactions: X

Replaceable: X

Galena 3.131

Galena is a lead ore that is rich in lead and silver.

ID: Galena

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

3.132 Cassiterite

Cassiterite is a tin ore.

ID: Cassiterite

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

Cinnabar 3.133

Cinnabar is a mercury ore.

ID: Cinnabar

Solid: ✓

Interactions: X

Replaceable: X

3.134 **Sphalerite**

Sphalerite is a zinc ore.

ID: Sphalerite

Solid: ✓

Interactions: X Replaceable: X

3.135 Chromite

Chromite is a chromium ore.

ID: Chromite

Solid: ✓

Interactions: X
Replaceable: X

Pyrolusite 3.136

Pyrolusite is a manganese ore.

ID: Pyrolusite

Solid: ✓

Interactions: \boldsymbol{X}

Replaceable: \boldsymbol{X}

3.137Rutile

Rutile is a titanium ore.

ID: Rutile

Solid: ✓

Interactions: X

Replaceable: X

Pentlandite 3.138

Pentlandite is a nickel ore which is also rich in iron.

ID: Pentlandite

Solid: ✓

Interactions: X Replaceable: X

3.139**Zircon**

Zircon is a zirconium ore.

ID: Zircon

Solid: 🗸

Interactions: \boldsymbol{X}

Replaceable: X

3.140 Dolomite

Dolomite is a carbonate rock, rich in magnesium.

 ${\rm ID}\colon {\tt Dolomite}$

Solid: ✓

Interactions: X Replaceable: X

Celestine 3.141

Celestine is a strontium ore.

ID: Celestine

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

3.142 Uraninite

Uraninite is a uranium ore.

ID: Uraninite

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

Bismuthinite 3.143

Bismuthinite is a bismuth ore.

ID: Bismuthinite

Solid: ✓

Interactions: X

Replaceable: X

Beryl 3.144

Beryl is a beryllium ore. This generic beryl is of low grade in comparison to beryls like emerald and aquamarine.

ID: Beryl

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

3.145 Molybdenite

Molybdenite is a molybdenum ore.

ID: Molybdenite

Solid: ✓

Interactions: X

Replaceable: \boldsymbol{X}

Cobaltite 3.146

Cobaltite is a cobalt ore.

ID: Cobaltite

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

3.147 Spodumene

Spodumene is a lithium ore.

ID: Spodumene

Solid: 🗸

Interactions: X Replaceable: X

Vanadinite 3.148

Vanadinite is a vanadium ore.

ID: Vanadinite

Solid: ✓

Interactions: X Replaceable: X

3.149 Scheelite

Scheelite is a tungsten ore.

ID: Scheelite

Solid: 🗸

Interactions: X
Replaceable: X

3.150 Greenockite

Greenockite is a cadmium ore.

ID: Greenockite

Solid: ✓

Interactions: X Replaceable: X

3.151 Rust

When iron is exposed to oxygen and moisture, it rusts. This blocks is a large accumulation of rust.

ID: Rust Solid: ✓ Interactions: ✗ Replaceable: ✗

3.152 Loose Snow

Loose snow allows entities to sink into it.

ID: LooseSnow Solid: **X** Interactions: **√** Replaceable: **X**

3.153 Lichen

Lichen is a plant that grows on rocks and trees.

ID: Lichen Solid: \nearrow Interactions: \nearrow Replaceable: \checkmark

3.154 Lichen

Moss is a covering that grows flatly on the ground.

ID: Moss Solid: \checkmark Interactions: \checkmark Replaceable: \checkmark

3.155 Yellow Flower

A simple yellow flower.

ID: YellowFlower Solid: ✗
Interactions: ✗
Replaceable: ✓

3.156 Yellow Tall Flower

A very tall yellow flower.

ID: YellowTallFlower

Solid: \boldsymbol{X} Interactions: \boldsymbol{X} Replaceable: \boldsymbol{X}

3.157 Fern

A fern, a plant that grows in shady areas.

ID: Fern Solid: \boldsymbol{X} Interactions: \boldsymbol{X} Replaceable: $\boldsymbol{\checkmark}$

3.158 Chanterelle

A chanterelle, a type of mushroom.

ID: Chanterelle Solid: **X**

Interactions: X Replaceable: ✓

3.159 Cracked Dried Mud

Mud, but dried out and cracked.

 ${
m ID: CrackedDriedMud}$

Solid: \checkmark Interactions: XReplaceable: X

3.160 Termite Mound

This block is part of a termite mound.

 $ID \colon {\tt TermiteMound}$

Solid: \checkmark Interactions: \checkmark Replaceable: \checkmark

Aloe Vera 3.161

An aloe vera plant - a succulent.

ID: AloeVera

Solid: X Interactions: X Replaceable: 🗸

3.162Peat

Peat is naturally created from organic matter and can be found in bogs.

ID: Peat

Solid: \checkmark Interactions: \checkmark

Replaceable: \boldsymbol{X}

Fluids 4

4.1 No Fluid

The absence of a fluid.

ID: None

Viscosity: 1

Density: 1.2000000476837158

Fresh Water 4.2

Water is a basic fluid, that allows the player to swim relatively easily.

ID: FreshWater

Viscosity: 15 Density: 997

4.3Sea Water

Water is a basic fluid, that allows the player to swim relatively easily.

ID: SeaWater

Viscosity: 15 Density: 1023

4.4 Milk

Milk is a white fluid that is obtained from animals.

ID: Milk Viscosity: 30 Density: 1033

4.5 Steam

Steam is a gas created when water is heated.

ID: Steam Viscosity: 3 Density: 0.5

4.6 Lava

Lava is a hot fluid, made out of molten stone. It burns flammable objects.

ID: Lava Viscosity: 225 Density: 3100

4.7 Crude Oil

Crude oil is a flammable fluid with a high viscosity. It is lighter than water.

ID: CrudeOil Viscosity: 120 Density: 870

4.8 Natural Gas

Natural gas is a flammable gas.

ID: NaturalGas

Viscosity: 7

Density: 0.800000011920929

4.9 Concrete

Concrete is a fluid that hardens when staying still for some time, forming concrete blocks.

ID: Concrete Viscosity: 150 Density: 2400

4.10 Honey

Honey is a thick fluid.

ID: Honey Viscosity: 300 Density: 1450

4.11 Petrol

Petrol is a flammable fluid.

ID: Petrol Viscosity: 13 Density: 740

4.12 Wine

Wine is a reddish fluid.

ID: Wine Viscosity: 21 Density: 1090

4.13 Beer

Beer is a brown fluid.

ID: Beer Viscosity: 22 Density: 1030

5 Controls

5.1 Fullscreen

The key is bound to F11 per default.

5.2 Toggle UI

The key is bound to F10 per default.

5.3 Screenshot

The key is bound to F12 per default.

5.4 Console

The key is bound to F1 per default.

5.5 Debug View

The key is bound to $\boxed{\mathsf{F2}}$ per default.

5.6 Unlock Mouse

The key is bound to F3 per default.

5.7 Escape

The key is bound to Escape per default.

5.8 Forwards

The key is bound to W per default.

5.9 Backwards

The key is bound to S per default.

5.10 Strafe Right

The key is bound to D per default.

5.11 Strafe Left

The key is bound to A per default.

5.12 Sprint

The key is bound to LeftShift per default.

5.13 Jump

The key is bound to Space per default.

5.14 Crouch

The key is bound to C per default.

5.15 Interact / Place

The key is bound to RightButton per default.

5.16 Destroy

The key is bound to LeftButton per default.

5.17 Force Interaction

The key is bound to LeftControl per default.

5.18 Placement Mode

The key is bound to R per default.

5.19 Next Placement

The key is bound to Add per default.

5.20 Previous Placement

The key is bound to Subtract per default.

5.21 Select Targeted

The key is bound to MiddleButton per default.