

# dysrøpia

the official minetest subgame  
documentation

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# 0.0

## abbreviations

### placements

d/ro/st - attached to dirt/rock/stone block

te - from temperated biomes

tr - from tropical biomes

### consistency

f - fine

r - rough

### colours

y - yellow

re - red

w - white

### looks

we - wet

1.0  
setting

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# 1.1 story

?

## 1.2 landscape

dry, almost no drinkable water, toxic fluids

## 2.0 objects

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## 2.1 blocks

```
bog
dirt
dirt(we) -
grass(d, dr)
grass(d, te)
grass(d, tr)
gravel
hard salt
moss(d)
moss(st)
mud
rock
sand(f, re)
sand(f, y)
sand(f, y, we)
sand(f, w)
sand(f, w, we)
sand(r, y)
sand(r, re)
sandstone(y)
sandstone(r)
sandrock(y)
sandrock(r)
stone
```

## 2.2 items



## 2.3

### crafting & smelting

### 2.3.1 crafting

### 2.3.2 smelting

## 3.0 the landscape

### 3.1 biomes..... 12

## 3.1 biomes

Biomes are parts of the landscape which have a lot of factors in common, such as the blocks they are made of, temperature, humidity, ionizing radiation etc.

### **natural biomes**

- deserts
- steppes
- meadows
- forests
- jungles
- wetlands
- rivers
- lakes
- oceans
- beaches
- ...

### **manmade biomes**

- abandoned villages
- abandoned cities
- industrial areas
- toxic areas
- ...

### 3.1.1 deserts

ground stuff:

sand desert: sand(f, r, y, r), sandstone(y, r), sandrock(y, r)

stone desert: rock, stone, gravel

gravel desert: stone, gravel

salt desert: hard salt

### 3.1.2 steppes

ground stuff:

sand steppes: sand(r, y, ),  
sandstone(y, r), sandrock(y, r)

stone steppes: rocks, stone, gravel

gravel steppes: stone, gravel

salt steppes: hard salt

### 3.1.3

#### **meadows, forests, jungles, wetlands**

ground stuff:

meadows: dirt, grass(d, te), stone, gravel, moss(g, ro)

forest: dirt, grass(d, te), stone, gravel, moss(g, ro), rocks

jungles: dirt, dirt(we), junglegrass(d, tr)  
stone, gravel, moss(g, ro), rocks

wetlands: dirt, wet dirt, grass(d), stone,  
gravel, moss(g, ro), bog



### 3.1.4

#### **rivers, lakes, oceans, beaches**

ground stuff:

rivers: sand(f, we, w, y), dirt(we), gravel, stone,  
rock

lakes: sand(f, r, we, w, y), dirt(we), gravel, stone, rock, mud

oceans: sand(f, r, we, w, y), dirt(we), gravel, stone, rock,  
mud

beaches: sand(f, r, w, y), gravel, stone