

/js Minecraft
for
young wizard



La Manga 2017
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If you want to add any of these materials, plants, etc ... you must use this command:



/js box('5')



/js myskyscraper(12)



/js cottage()



```
/jsp home set  
/jsp home  
/jsp home {player}  
/jsp home delete  
/jsp home list  
/jsp home ilist  
/jsp home invite {player}  
/jsp home uninvite {player}  
/jsp home public  
/jsp home private  
/jsp home listall  
/jsp home clear {player}
```



If you want to build a village:
`/js cottage_road()`



`/js castle()`



Temple:
`/js temple()`



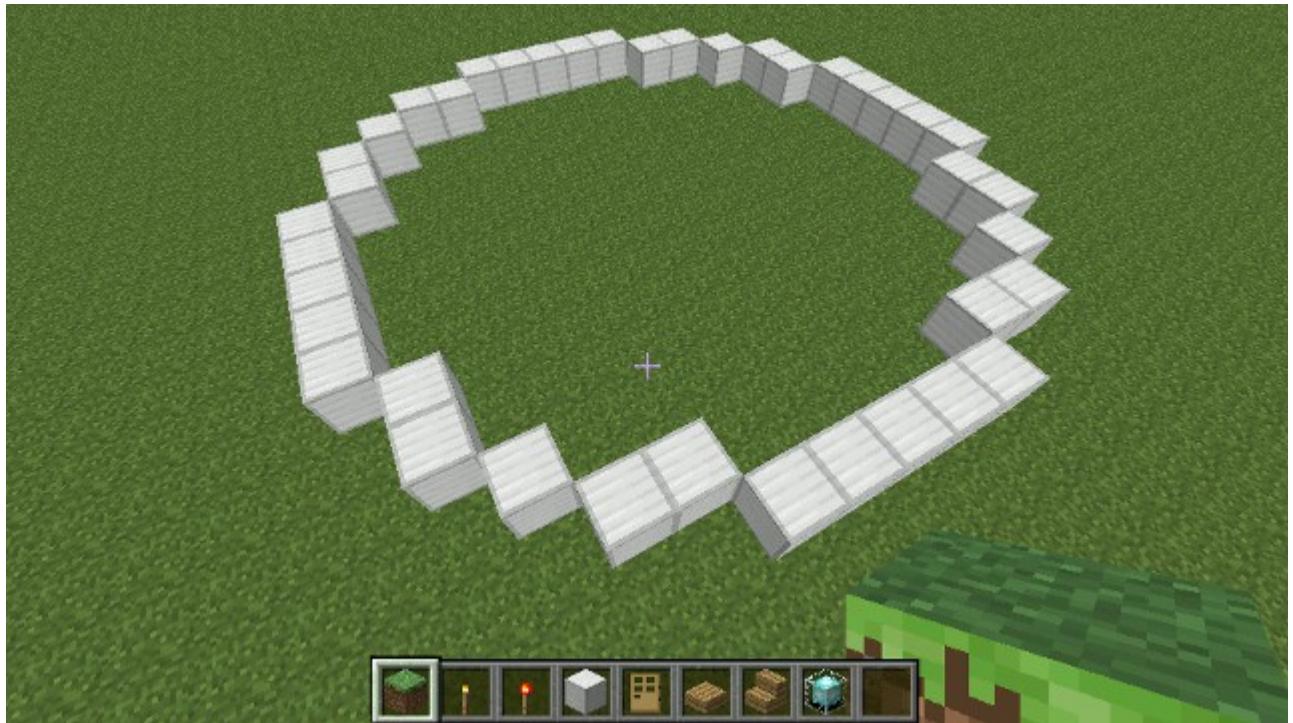
`/js hemisphere(blocks.oak, 7, 'north')`



/js sphere(blocks.iron, 10)



/js cylinder(blocks.iron, 7 , 1)



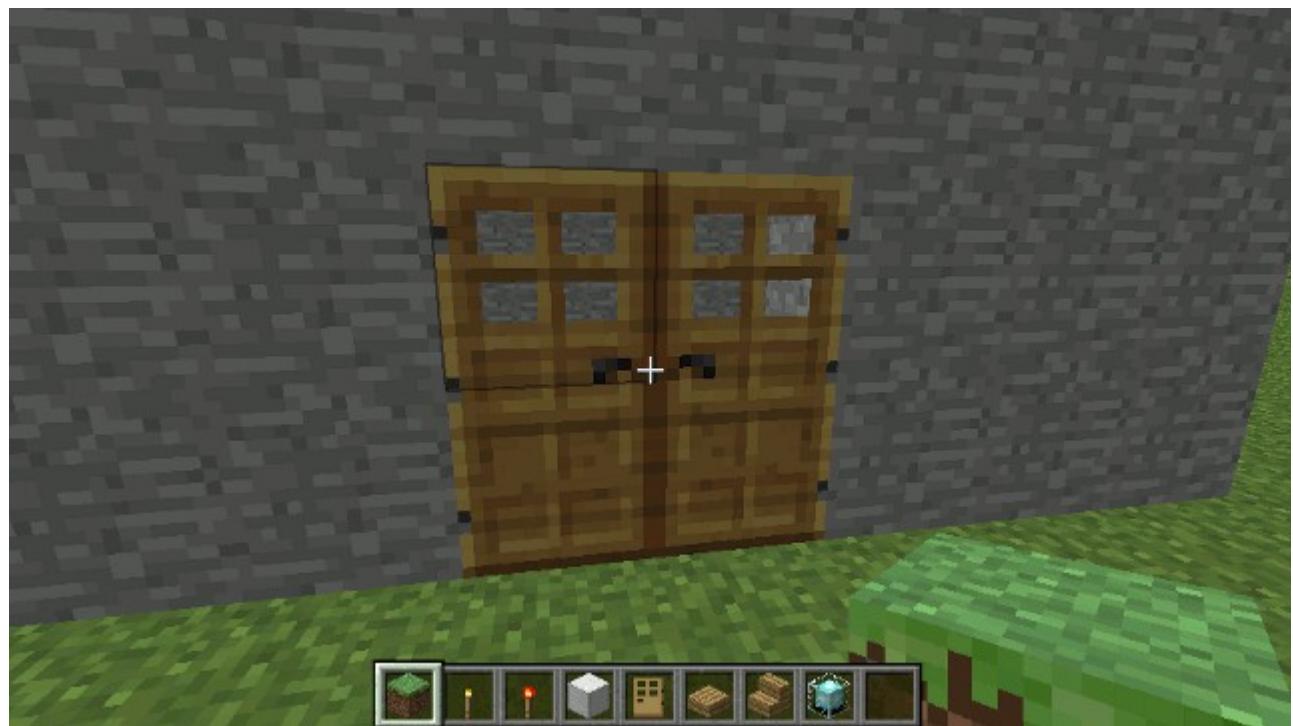
/js cylinder0(blocks.iron, 7, 1)



/js fort()



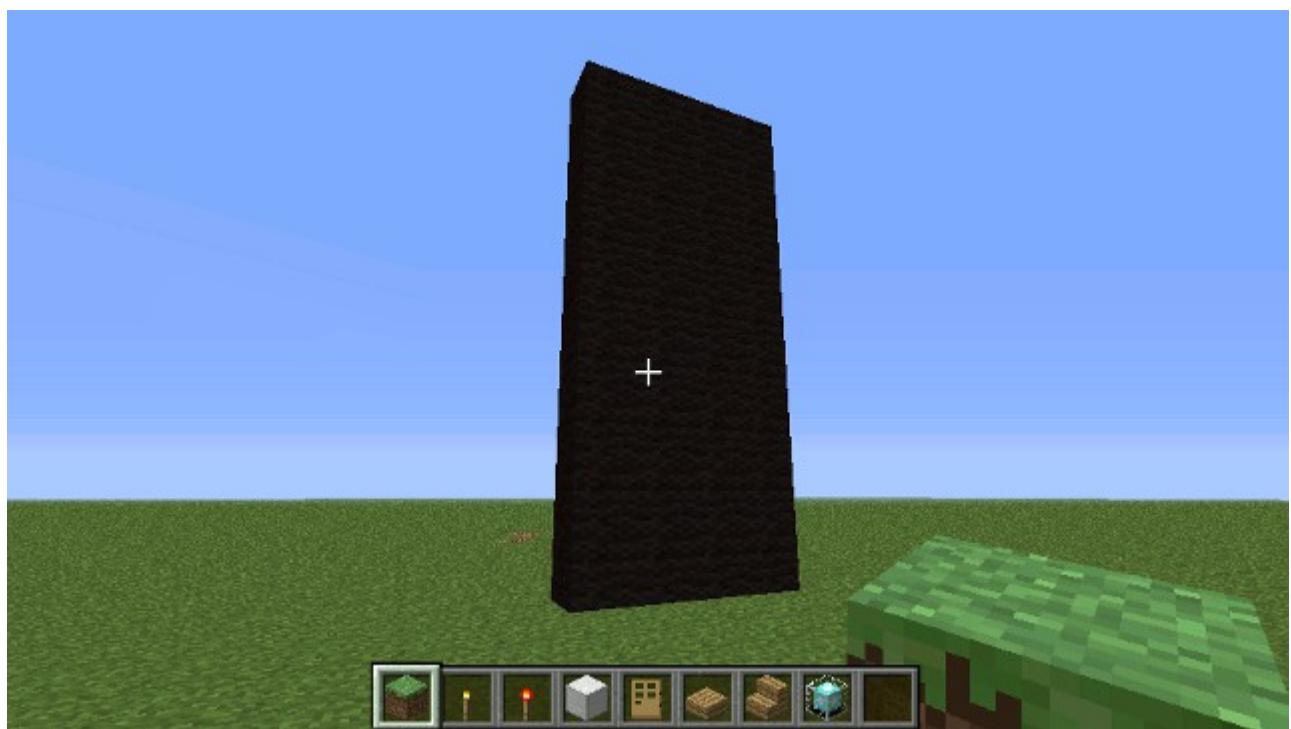
/js door(blocks.door_iron)



/js door2()



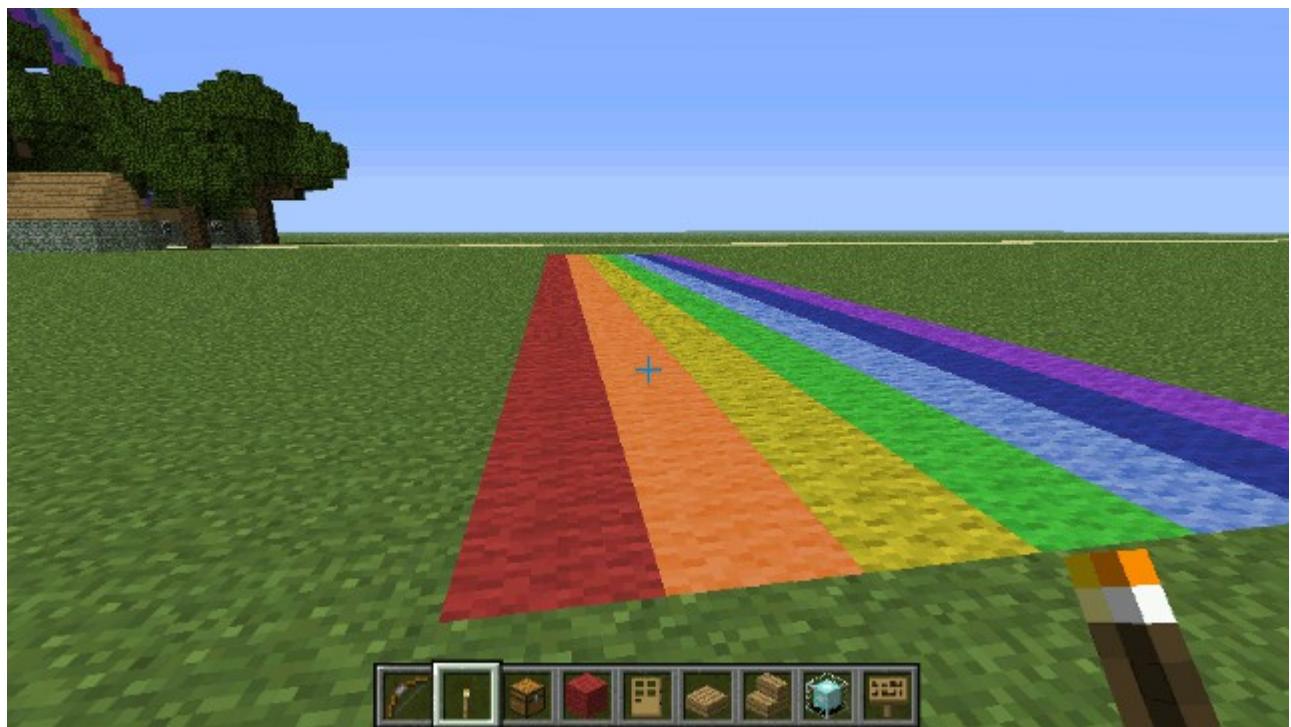
/js prism(blocks.oak,3,12)



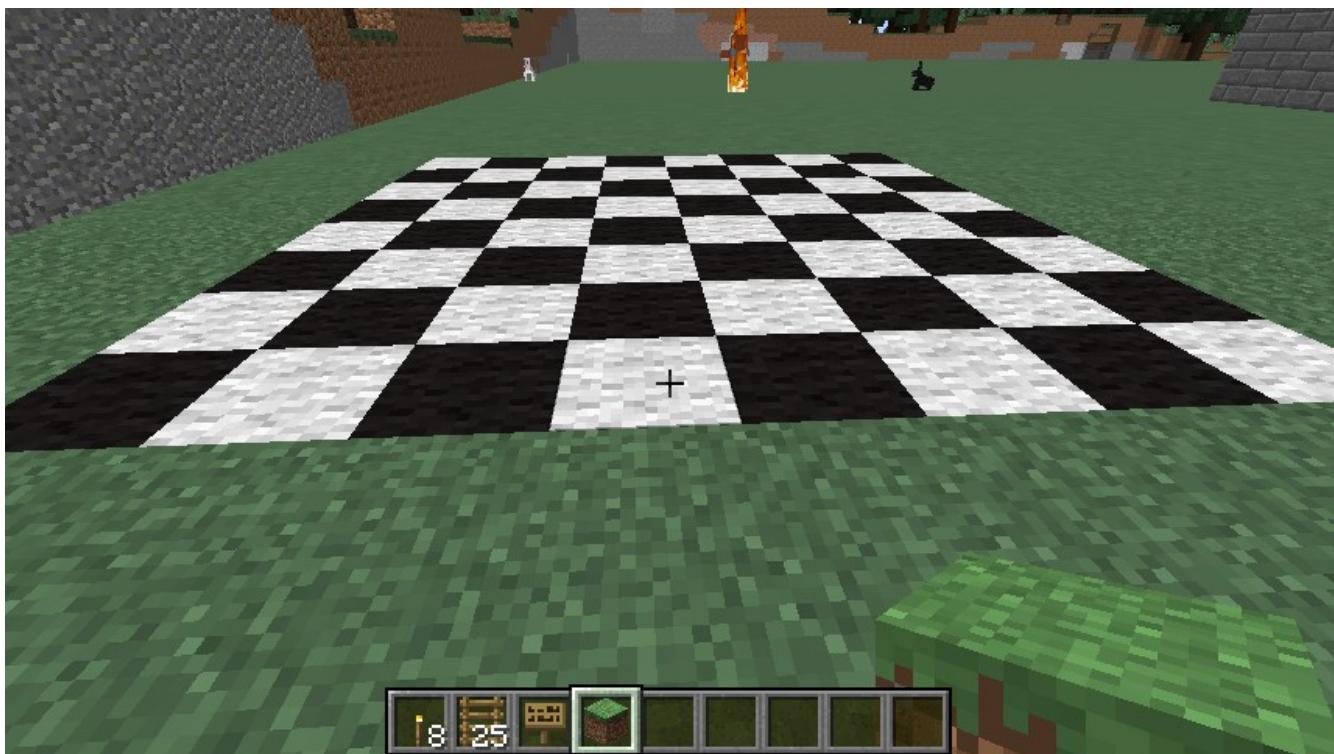
/js box(blocks.wool.black, 4, 9, 1)



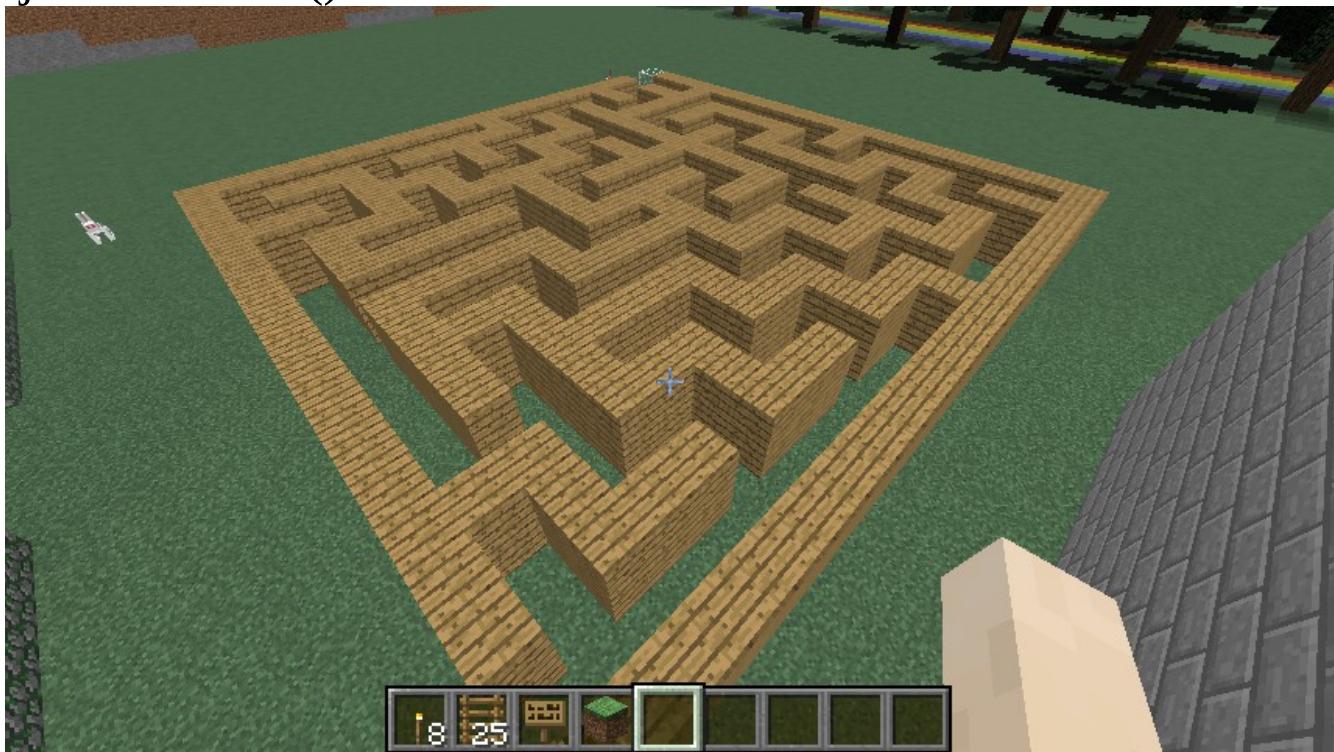
/js box0(blocks.stone, 7, 3, 6)



/js rainboway(1, 30)



/js chessboard()



/js maze()



/js dancefloor()



/js garden(10,5)



```
/js signpost(['Hello','World'])  
/js sign(["Hello","World"], blocks.sign_post)
```



```
/js wallsign(['Welcome','to','Scriptopia'])  
/js sign(["Welcome","to","Scriptopia"], blocks.sign )  
/js arrows.sign(self)
```



/js spiral_stairs()



/js arc({blockType: blocks.iron, meta: 0, radius: 10,strokeWidth: 2,quadrants: { topright: true },orientation: 'vertical', stack: 1,fill: false})



/js rainbow()



A great construction as
advertising programming
language java scripts :

/js logojs()



```
/js blocktype('Hello\nWorld', blocks.glowstone)
```



```
/js oak()
```

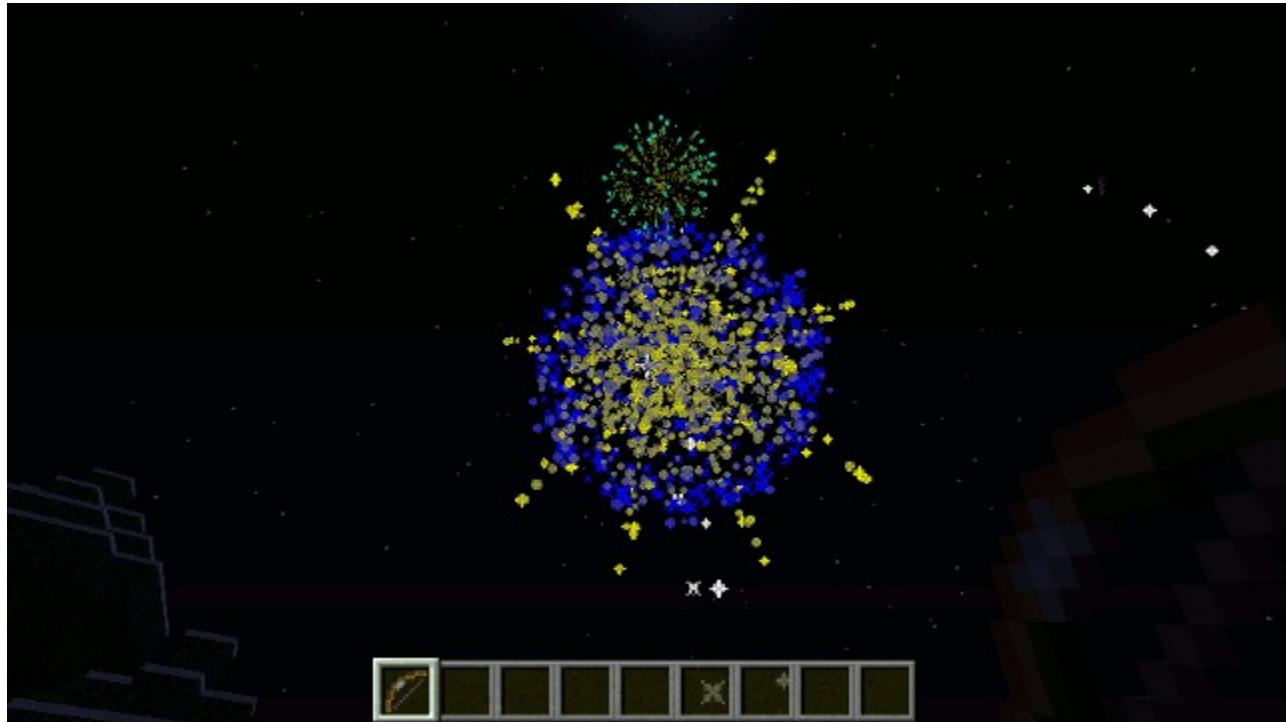
```
/js spruce()
```

```
/js birch()
```

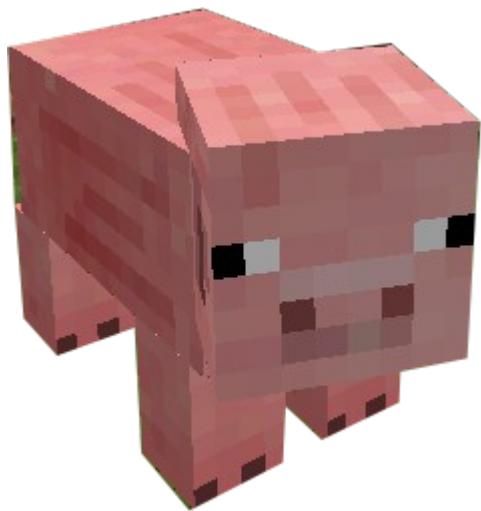
```
/js jungle()
```



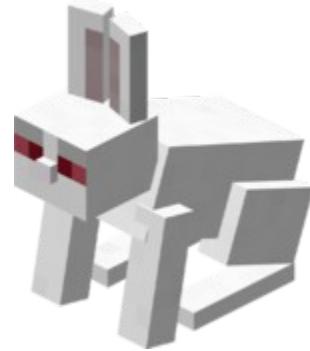
```
/js var clock = lcdclock()  
/js clock.stopLCD()
```



```
/js firework()  
/js arrows.firework(self)
```



/jsp spawn pig



/jsp spawn rabbit



/jsp spawn chicken



/jsp spawn sheep



/jsp spawn cow



/jsp spawn llama



/jsp spawn donkey



/jsp spawn horse



/jsp spawn mule



/jsp spawn mushroom_cow



/jsp spawn wolf

/jsp summon
/jsp dismiss
/jsp come
/jsp stay
/jsp pack



/jsp spawn ocelot



/jsp spawn polar_bear



/jsp spawn armor_stand



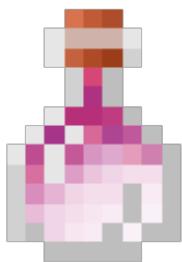
/js bed()



/jsp spawn boat



/jsp spawn thrown_exp_bottle



/jsp spawn lingering_potion



/jsp spawn dragon_fireball



/jsp spawn egg



/jsp spawn fireball



/js arrows.sign(self)
/js arrows.firework(self)
/jsp spawn arrow



/jsp spawn fishing_hook



/jsp spawn spectral_arrow



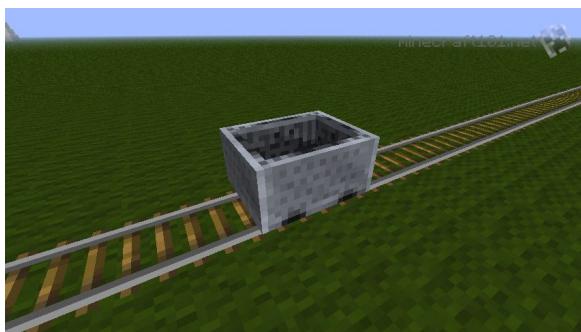
/jsp spawn tipped_arrow



/jsp spawn snowball

/jsp spawn small_fireball

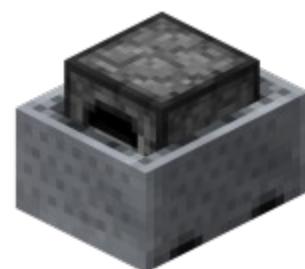
/jsp spawn splash_potion



/jsp spawn minecart

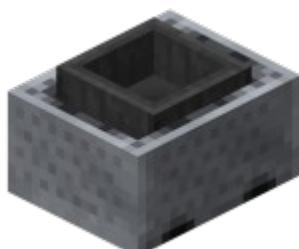


/jsp spawn minecart_chest



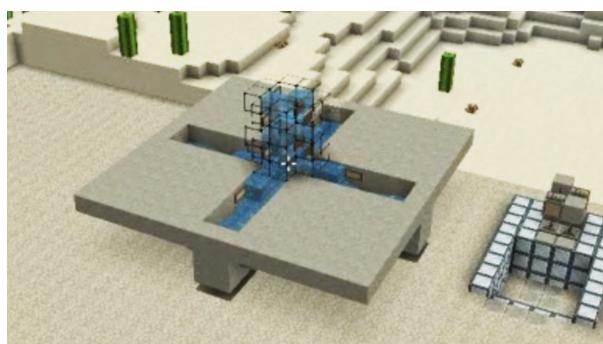
/jsp spawn minecart_command

/jsp spawn minecart_furnace



/jsp spawn minecart_hopper

/jsp spawn minecart_tnt



/jsp spawn minecart_mob_spawner



/jsp spawn primed_tnt



/jsp spawn weather



/jsp spawn lightning



/jsp cowclicker



/jsp spawn_npc

Right-click to move through the quest prompts.

/jsp accept

Go hunt down and slay 10 skeletons.

Return to the NPC and claim your XP reward!

NumberGuess mini-game:

Description

This is a very simple number guessing game. Minecraft will ask you to guess a number between 1 and 10 and you will tell you if you're too hight or too low when you guess wrong. The purpose of this mini-game code is to demonstrate use of Bukkit's Conversation API.

Example

```
/js Game_NumberGuess.start(self)
```

Once the game begins, guess a number by typing the / character followed by a number between 1 and 10.

Passive mobs



/jsp spawn player



/jsp spawn villager



/jsp spawn bat



/jsp spawn squid

Aggressive mobs



/jsp spawn cave_spider



/jsp spawn creeper



/jsp spawn guardian



/jsp spawn elder_guardian



/jsp spawn slime



/jsp spawn wither_skull



/jsp spawn husk



/jsp spawn stray



/jsp spawn evoker



/jsp spawn vindicator



/jsp spawn evoker_fangs



/jsp spawn witch



/jsp spawn ghast



/jsp spawn magma_cube



/jsp spawn shulker



/jsp spawn shulker_bullet



/jsp spawn endermite



/jsp spawn vex



/jsp spawn giant



/jsp spawn iron_golem



/jsp spawn zombie



/jsp spawn zombie_horse



/jsp spawn pig_zombie



/jsp spawn skeleton_horse



/jsp spawn wither



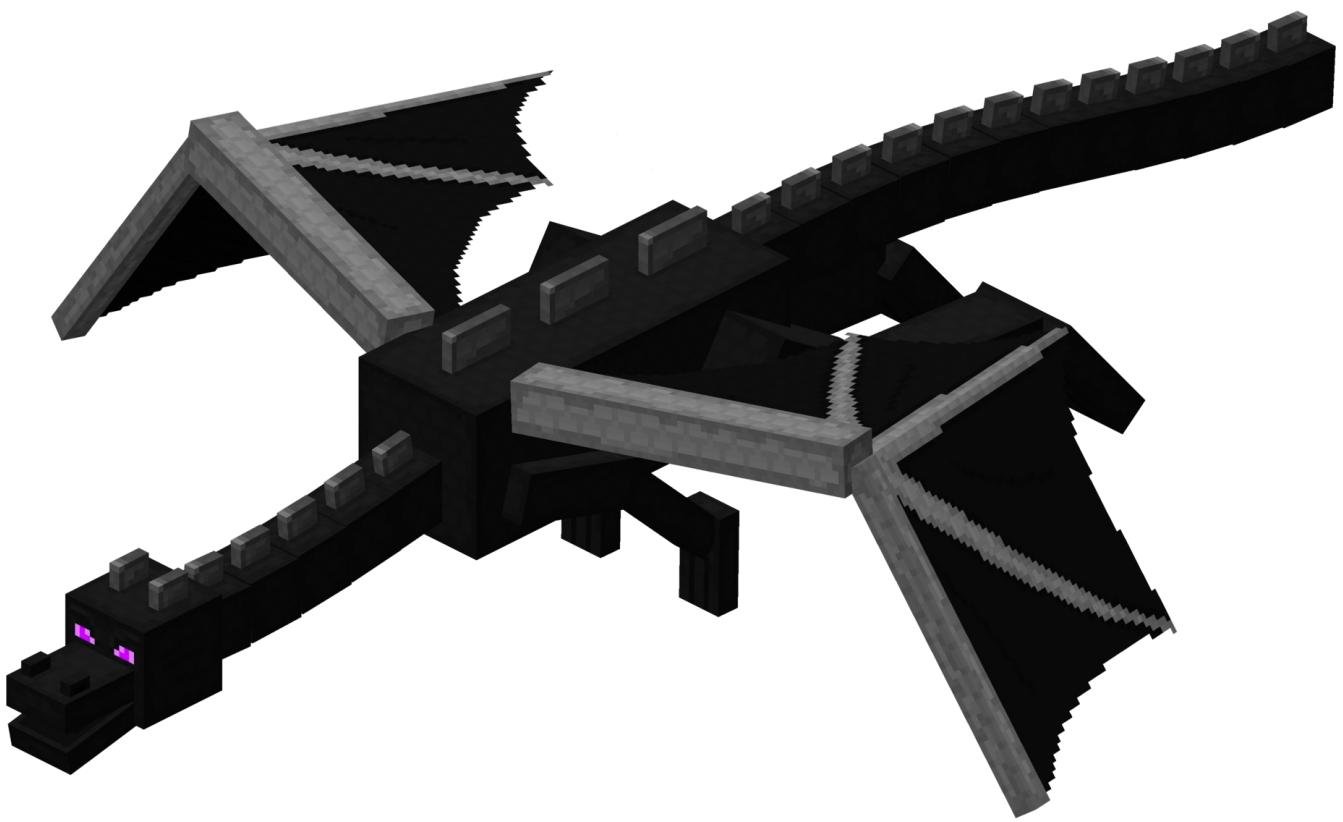
/jsp spawn wither_skeleton



/jsp spawn zombie_villager



/jsp spawn enderman



The dragon is super dangerous !!
`/jsp spawn ender_dragon`



Source of power of the dragon. It can explode.
`/jsp spawn ender_crystal`