

**GAMING
FUN!**

THE ESSENTIAL GUIDE TO MINECRAFT

**NEW UPDATED
MOBS!**

**EVERYTHING YOU
NEED TO KNOW!**

UNOFFICIAL FAN GUIDE

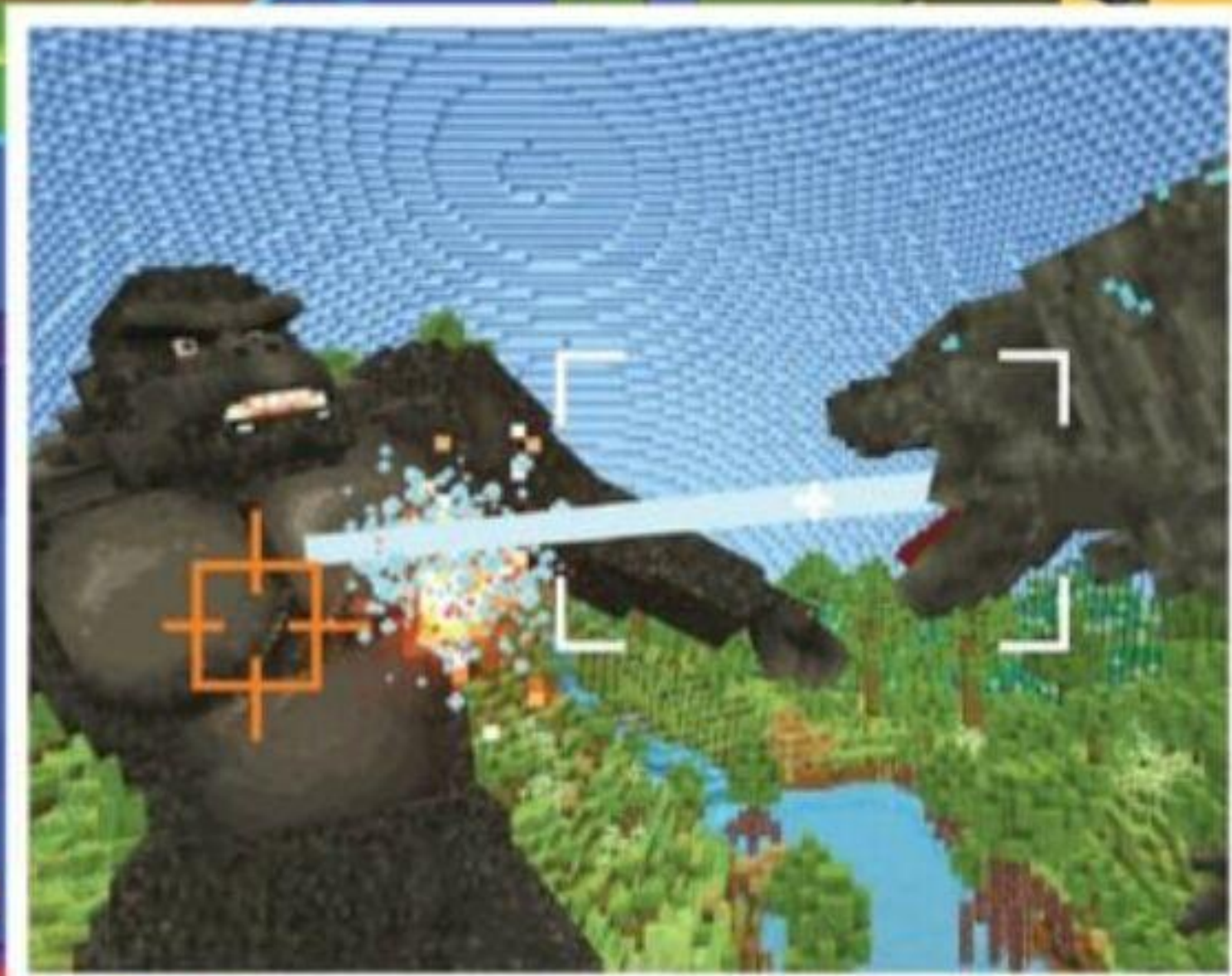
FREE

**MAPS &
POSTERS
INSIDE!**

**GODZILLA: KING
OF THE MONSTERS**

**TRIAL CHAMBERS
REVOLUTION!**

**EXPERT
TIPS & TRICKS**



SPONGEBOB, UNIVERSAL STUDIOS AND MORE!

a360media Specials/a360media Specials B



Display Until 9/9/24 U.S. \$12.99/CAN \$15.99

BRING ON THE ACTION!

THE MINECRAFT SUMMER UPDATE WILL BE ALL ABOUT ACTION. THE TRIAL CHAMBERS PROMISED FROM THE BEGINNING TO BRING A DUNGEON CRAWLER FEEL TO THE GAME, BUT IT IS MUCH MORE THAN THAT. WE NOW HAVE MORE HOSTILE MOBS BEING ADDED, ALL KINDS OF NEW BLOCKS ANNOUNCED, OUTSTANDING ENCHANTMENTS, A HUGE NUMBER OF NEW ITEMS FROM ALL QUADRANTS AND EVEN A NEW GAME MODE IS COMING TO LIFE—THE HARDCORE MODE. HERE, THE ONE LIFE RULE WILL RAISE THE DIFFICULTY TO A NEW LEVEL IN MINECRAFT. PLUS, THE AMOUNT OF NEW CONTENT IS AMAZING, PROVING THAT CLOSING ALL SIDE PROJECTS DURING THIS DEVELOPMENT PERIOD HAS BEEN A BLESSING FOR MOJANG AND MINECRAFT (WE ARE TALKING ABOUT THE END OF THE MINECRAFT DUNGEONS UPDATES AND BEFORE THAT THE SUN SETTING ON MINECRAFT EARTH). THIS JUST GOES TO SHOW THAT SOMETIMES, LESS IS MORE!

IN THIS ISSUE!



- | | | |
|---|---|---|
| 06 Wolves
New Wolf variants | 20 Trial Chambers
Ominous events | |
| 08 Wolf Armor
Bigger, better, stronger | 24 Hardcore Mode
Survive the one life rule | |
| 10 Bugged
A new Skeleton in Overworld | 26 New Paintings
We have the recipe | 36 A to Z of Mobs
Complete updated list |
| 12 Trial Chambers
A new revolution | 28 Trial Chambers
New Decorated Pots | 42 SpongeBob SquarePants
Bikini Bottom hits the block |
| 14 Trial Chambers Map
Easier to reach the location | 30 New Armor Trims
And new Banner patterns | 44 Minecraft x Godzilla
King of Monsters has awakened |
| 16 Mace
A new weapon for combat | 32 Snapshots & Previews
Test the new features! | 46 Universal Studios Experience
From <i>ET</i> to <i>Back to the Future</i> |
| 18 Mace Enchantments
Elevate power to another level | 34 Marketplace Add-Ons
They can change everything | 48 Free Maps
Planet Earth III and Good Game |

All the content in this magazine is for the information and use of the reader. It is the result of journalistic investigation and uses press sources for access to in-game materials and game art. Specialists were used for the direct collection of Minecraft images with their own avatars to illustrate the game experience and provide critical analysis. Due to the constant updates to the game, *The Essential Guide to Minecraft* cannot be held responsible for any information that is no longer up to date or correct at the time of the publication.



**FREE
POSTERS
INSIDE!**

BEST MINECRAFT CROSSOVERS			
POSITION	NAME	DETAILS	DATE
01	Star Wars	The Force is with you!	2011
02	Doctor Who	The TARDIS is in the game!	2012
03	Star Trek	The Enterprise is in the game!	2013
04	DC Comics	The Justice League is in the game!	2014
05	Marvel Comics	The Avengers are in the game!	2015
06	Star Wars	The Force is with you!	2016
07	Doctor Who	The TARDIS is in the game!	2017
08	Star Trek	The Enterprise is in the game!	2018
09	DC Comics	The Justice League is in the game!	2019
10	Marvel Comics	The Avengers are in the game!	2020
11	Star Wars	The Force is with you!	2021
12	Doctor Who	The TARDIS is in the game!	2022
13	Star Trek	The Enterprise is in the game!	2023
14	DC Comics	The Justice League is in the game!	2024
15	Marvel Comics	The Avengers are in the game!	2025
16	Star Wars	The Force is with you!	2026
17	Doctor Who	The TARDIS is in the game!	2027
18	Star Trek	The Enterprise is in the game!	2028
19	DC Comics	The Justice League is in the game!	2029
20	Marvel Comics	The Avengers are in the game!	2030

POISONOUS POTATO UPDATE

It was created as an April Fools' Day joke for Minecrafters, but it is still available as a free Add-On in the Marketplace. This amazing Add-On will transform your game to a Poisonous Potato dimension, with five smelly biomes and exclusive items such as a Potato Peeler. It's an update you never asked for, but one you will never forget.

MINECRAFT
POISONOUS POTATO

**GAMING
FUN!**

THE ESSENTIAL GUIDE TO MINECRAFT

The Veiga Agency

Founder/Director
JENNY VEIGA

Editor-in-Chief
NUNO CATARINO

Design Director
JOSEPH ULATOWSKI

Managing Editor
PATTY CARROLL

Senior Photo Editor
AMY WRINKLE

Digital Imaging Specialist
ERIC WOLSLAGER

Social Media Director
TIAGO DE ARAUJO

Gaming Consultant
ANDREW HUGHES
RODOLFO RAMOS

Deputy Gamers
GERE VEIGA
SOFIA DE ARAUJO
UNITAS GRAFF

a360media

EVP, Consumer Revenue
ERIC SZEGDA

Chief Content Officer
AMANDA DAMERON

EVP, Chief Revenue Officer
CAREY WITMER

SVP, Marketing
SUSAN PARKES

VP, Editorial Director
JAMES HEIDENRY

VP, Consumer Marketing
TOM MALONEY
HOLLY OAKES

Senior Director,
Consumer Marketing
BRIAN THEVENY

Director,
Consumer Marketing
MELANIE PISELLI

Circulation Manager
BILL FIAKOS

Published by a360 Media LLC.

All rights reserved.

Reproduction in whole or in
part without prior permission of
the publisher is prohibited.
Printed in the USA.

**GAMING
FUN!**

UPDATE 1.21

NEW AND UPDATED MOBS

WOLF ARMOR

All of the excitement around Wolves has happened because the new Armadillos offer them an ingredient capable of creating armor. This way the Wolves become much more effective with helping us in battles.

The summer update will follow a looser script than in the previous year's Trails & Tales Update. This way, the surprises are more random and a result of the evolution of the characteristics that are best received by the community. As an example, let's look at the Armadillos that won the annual public vote at the Minecraft Live event, which will be included in this update. Their skin serves as an ingredient for the new Wolf armor, and the reception was so positive that they ended up creating several subspecies of Wolves. The same goes for Bats ... their presence in the new dungeons known as the Trial Chambers was fundamental, and their design was changed as a result. For the common player, these are small details, but for a Minecraft player, these details are huge. After years in which a biome was chosen and then modified, the team has now shifted, with smaller updates spread out over the year versus one big update. The negative part is the name of the update, which will be shared closer to the big update release (at the closing date of this publication, it had not yet been revealed).

NEW WOLF VARIANTS

The Overworld will be populated by several subspecies of Wolves when the next Minecraft update is officially released this summer. After an increase in defense with armor from the Armadillos, its use in combat became popular among the community, so now we will be able to domesticate Wolves with various colors.

Their color will be related to their origin, meaning that if they came from the Jungle Biome, they will appear with copper-toned fur, but if they are naturally from the Savanna Biome, they will assume spotted fur.

Here you can see the complete list of Wolves, their origins and how they will look when they will be released in Minecraft with the next big update.



THE PACK



1-CHESTNUT WOLF
BIOME:
SPRUCE TAIGA
PACK NUMBER:
2 TO 4



2-WOODS WOLF
BIOME:
FOREST
PACK NUMBER:
4



6-BLACK WOLF
BIOME: OLD
GROWTH
PINE TAIGA
PACK NUMBER:
2 TO 4

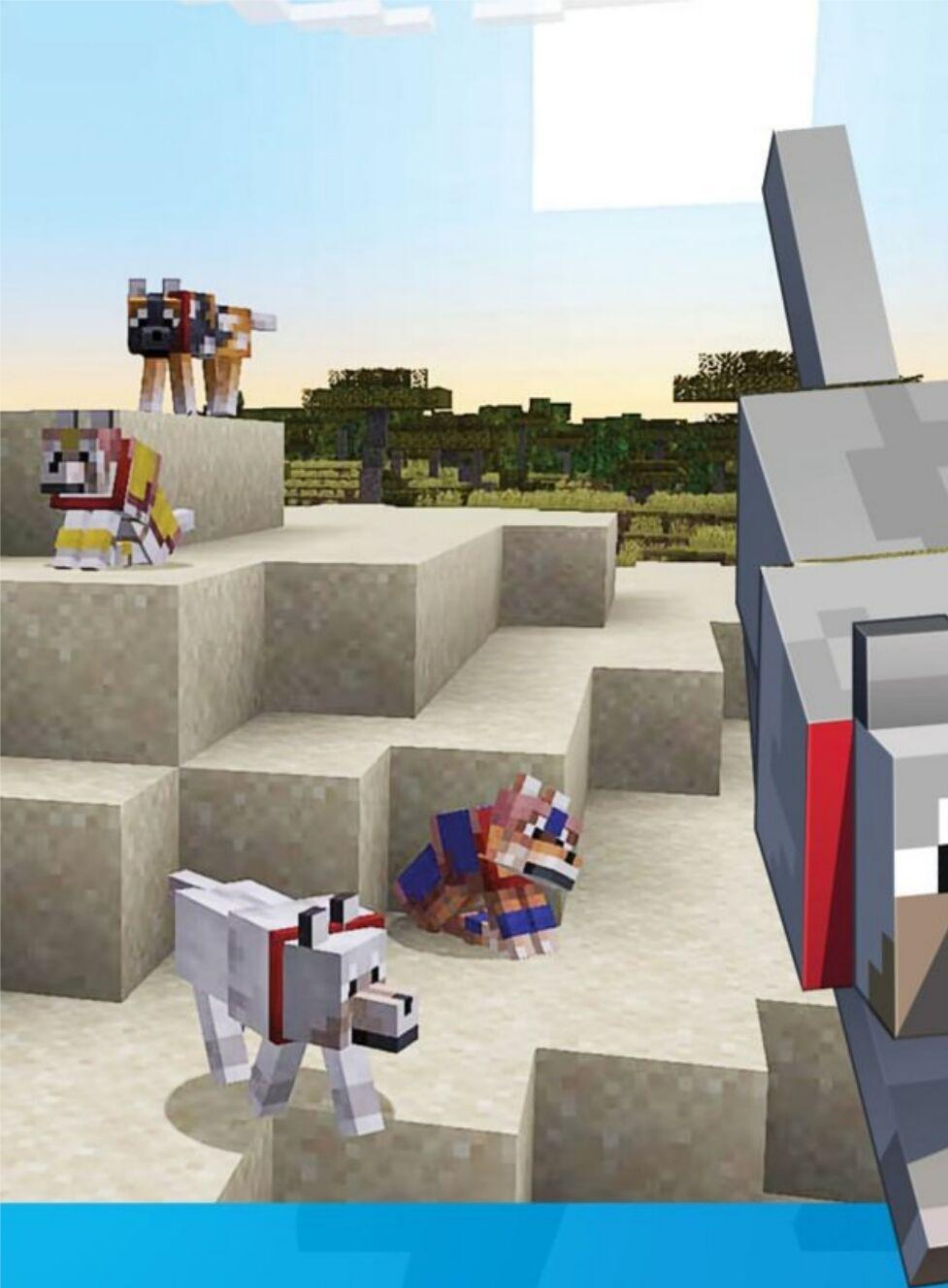


7-SPOTTED WOLF
BIOME:
SAVANNA
PLATEAU
PACK NUMBER:
4 TO 8



HOW TO BREED

Wolves spawn in various biomes in packs of four (in the update the amount will change depending on the biome). When tamed, the player can start breeding their own Wolves. To make two tamed Wolves enter Love mode, you just need to give them meat—from chickens to cows and even rotten flesh—everything goes to having your own puppies. If two tamed Wolves are owned by two different players, the puppy will randomly choose an owner.



3-ASHEN WOLF

BIOME:
SNOWY TAIGA
PACK NUMBER:
4



4-SNOWY WOLF

BIOME:
GROVE
PACK NUMBER:
1



5-STRIPED WOLF

BIOME:
WOODED
BADLANDS
PACK NUMBER:
4 TO 8

8-RUSTY WOLF

BIOME:
JUNGLE
PACK NUMBER:
2 TO 4



9-PALE WOLF

BIOME:
TAIGA
PACK NUMBER:
4

BIGGER, BETTER, STRONGER... AND COLORFUL!

What started out as an unlikely concept—Armadillo scutes creating armor for Wolves—has become one of the most loved new features by Minecraft players. The idea of having a four-legged fighting companion is magnificent, but in addition to the armor, it was necessary to give the Wolves more strength. With that said, it was not surprising that the

health of these furry Overworld animals has doubled, going from 20 to 40 hearts (in the Bedrock Editions). If we now add the 64 durability points offered by the Wolf armor, we understand how good these new combat companions can be to the players. As a result, there is no doubt that the Wolves are here to help in the Trial Chambers.

COLORING THE ARMOR: JAVA VS BEDROCK

The final feature may change during the summer release, but right now the process of using a dye to color Wolf armor is totally different between the two Minecraft versions. In Java, players need to use a simple crafting recipe (crossing a dye with the Wolf armor), while in the Bedrock Edition, a player must use a cauldron with dyed water to color the Wolf armor.

LIST OF DYES TO USE DIRECTLY ON WOLF ARMOR



BLACK DYE



BONE MEAL



COCOA BEANS



CYAN DYE



GRAY DYE



GREEN DYE



LAPIS LAZULI



LIGHT BLUE DYE



LIGHT GRAY DYE



LIME DYE



MAGENTA DYE



ORANGE DYE



PINK DYE



PURPLE DYE

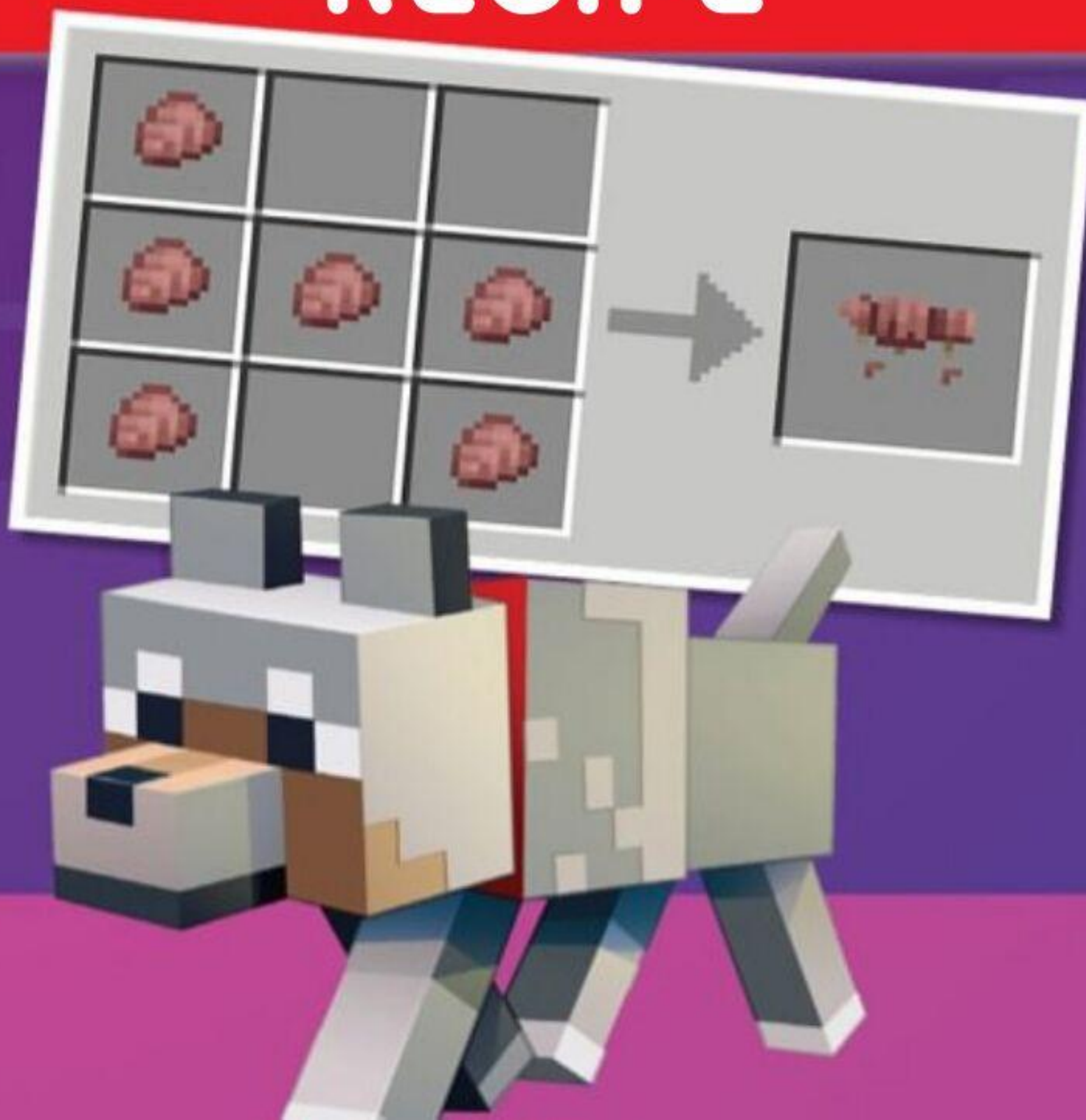


RED DYE



YELLOW DYE

WOLF ARMOR RECIPE



The Wolf armor is quite easy to unlock, since it needs only one ingredient: armadillo scutes (six to be precise). The only source for this ingredient are Armadillos, and the player can get scutes by waiting for an Armadillo to drop one (it happens passively every 10 minutes) or by brushing one of these passive mobs directly (which is more pleasant to the animals). The Brush is a tool that was introduced to the game with archeology, and it's no different here, just use one to get a scute. If you kill an Armadillo, just remember that the mob will not drop anything.

A NEW SKELETON IN THE OVERWORLD

They are called Bogged, and they are Skeleton variants that will spawn in Swamps at night, but more importantly, they will terrorize the Trial Chambers. Along with the Breeze, we now have two new hostile mobs to add to the list of Minecraft entities during the summer, when the 1.21 update will be released. When compared with a Skeleton, there are lots of differences in behavior. Bogged is slower than a Skeleton and has less health (20 health points vs 16 with Bogged), but Bogged has a very annoying feature ... they attack with poison arrows—and for long journey in the Trial Chambers, this may be painful.



SPAWN LOCATIONS

This undead mob will spawn in regular Swamps, Mangrove Swamps and in the Trial Chambers. In the Swamps, they will only appear once the sun goes down.



ARROWS OF POISON

As mentioned, Bogged is a Skeleton variant, slower even when loading arrows, but the poison tipped arrows are their deadliest attribute.

Bogged is a new hostile mob coming to the game, making the Trial Chambers even more dangerous.



BOGGED DROPS

For now, Bogged will not offer anything unique to the game in terms of drops (just like the Breeze, their only source in the game is Breeze Rods). When killed, a Bogged can drop Bones (just like a regular Skeleton), Arrows of Poison and Damaged Bows.



MUSHROOM POWER

Bogged is a stylish Skeleton. It continues to be undead and rotten, but at least it has a red mushroom on its head, which is quite lovely.



SWAMP MADNESS

After dark, Swamps now will be invaded with Bogged creatures. Swamps are the original biome of this new hostile and undead mob.

THE TRIAL CHAMBER REVOLUTION

The number of new features and mobs related with the Trial Chambers continue to be released. The most important asset from the next Minecraft summer update will be a dungeon crawler spirit, and the adventure will be constant.

The Trial Chambers now have maps that will be easier to locate, have several layers of action set for solo fights or multiplayer combats, two new hostile mobs to diversify each quest and the most compelling rewards seen so far in the adventure.

On this page and in the following pages, you will see all the options and features that were revealed when the Trial Chambers was announced by Mojang (during the last Minecraft Live event).

Don't forget, these new elements have not yet been released in the final Minecraft games, but they already can be tested in both the Snapshot (Java Edition) and Preview (Bedrock Edition) sections. (If you want to see how those elements can be tested, jump to page 32.)

CHESTS AND POTS

Trial and Monster Spawners, the blocks that will trigger most of the action in the game, will offer some great rewards, but just by exploring the chambers you will get lots of items since the area is full of decorated chests and pots.



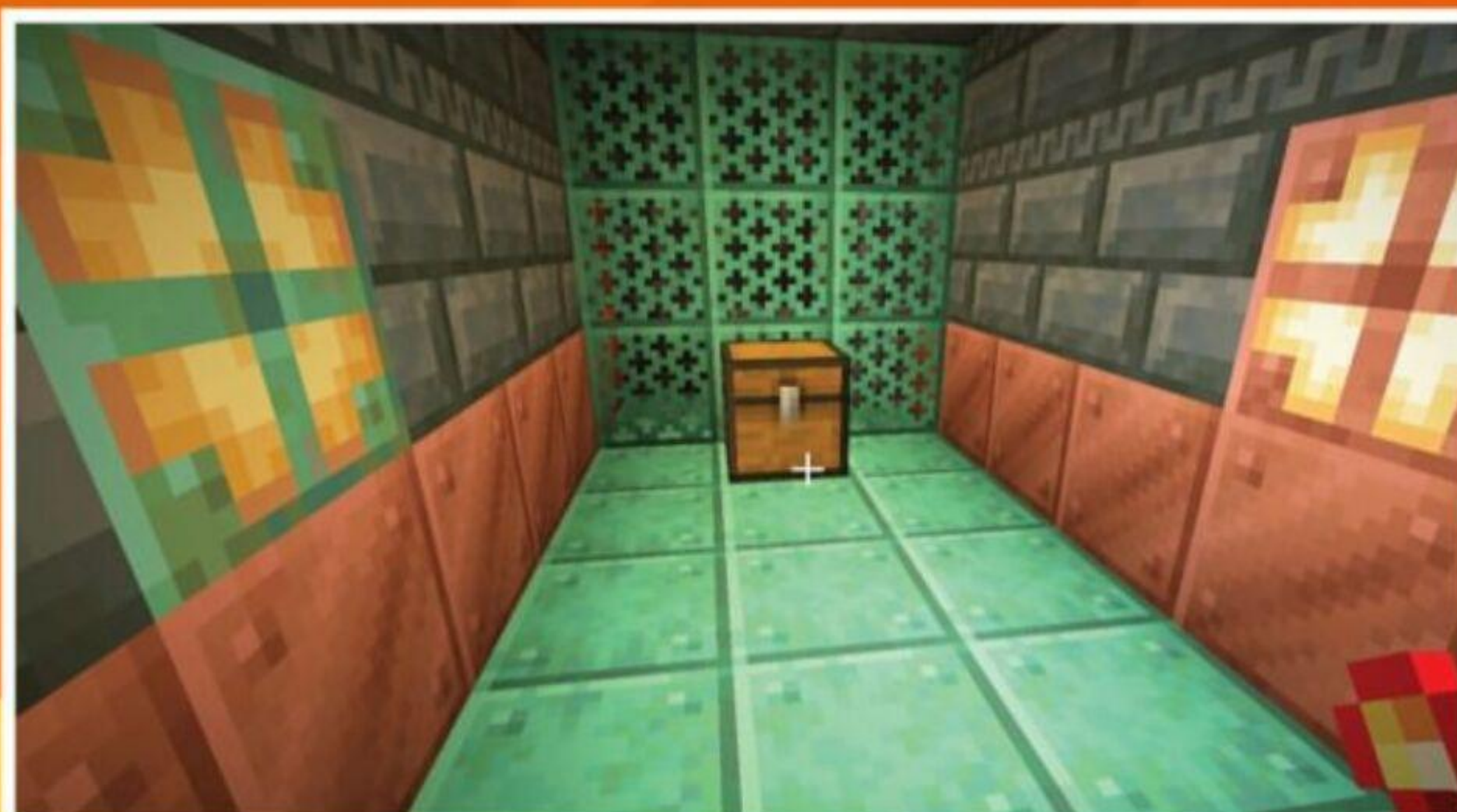
THE BREEZE

For now, this is the only hostile mob that will spawn in the Trial Chambers. The attacks are wind related, with huge knockback powers. They have lots of speed and can activate traps. Since the announcement, there have been changes, the main one being the Breeze Rods.



WHAT TO EXPECT

Each Trial Chamber you find will be different because they are procedurally generated. They will have a main corridor, but the floors and rooms and the items from the chests and the location of spawner blocks will be completely random.

**LIGHT SOURCES**

The Trial Chambers are structures that will spawn in multiple areas of the Overworld, but always underground. Before you get to the location, you will need light sources, but once you got there, a new Copper Bulbs block will give you all the light you need to combat (and you can hit them to receive more light).

TRIAL CHAMBERS MAP



Until now, it was difficult to find the location of the Trial Chambers, since these zones spawn randomly in underground areas of the Overworld. To avoid making the players wander for hours, a map pointing to the nearest Trial Chamber will be introduced in the game.

To receive a Trial Chambers Map, the player must find a Cartographer and do a trade with him. In the trading rebalance, this Villager will receive huge changes (with new maps related with the biome where they came from being available), but when the 1.21 update is officially

released this summer, these trades will be more important. There will be seven Cartographers available, each one from a different biome: Desert, Plains, Savanna, Snowy, Taiga, Jungle and Swamp. All of them will have a Trial Chambers Map on their trading list.

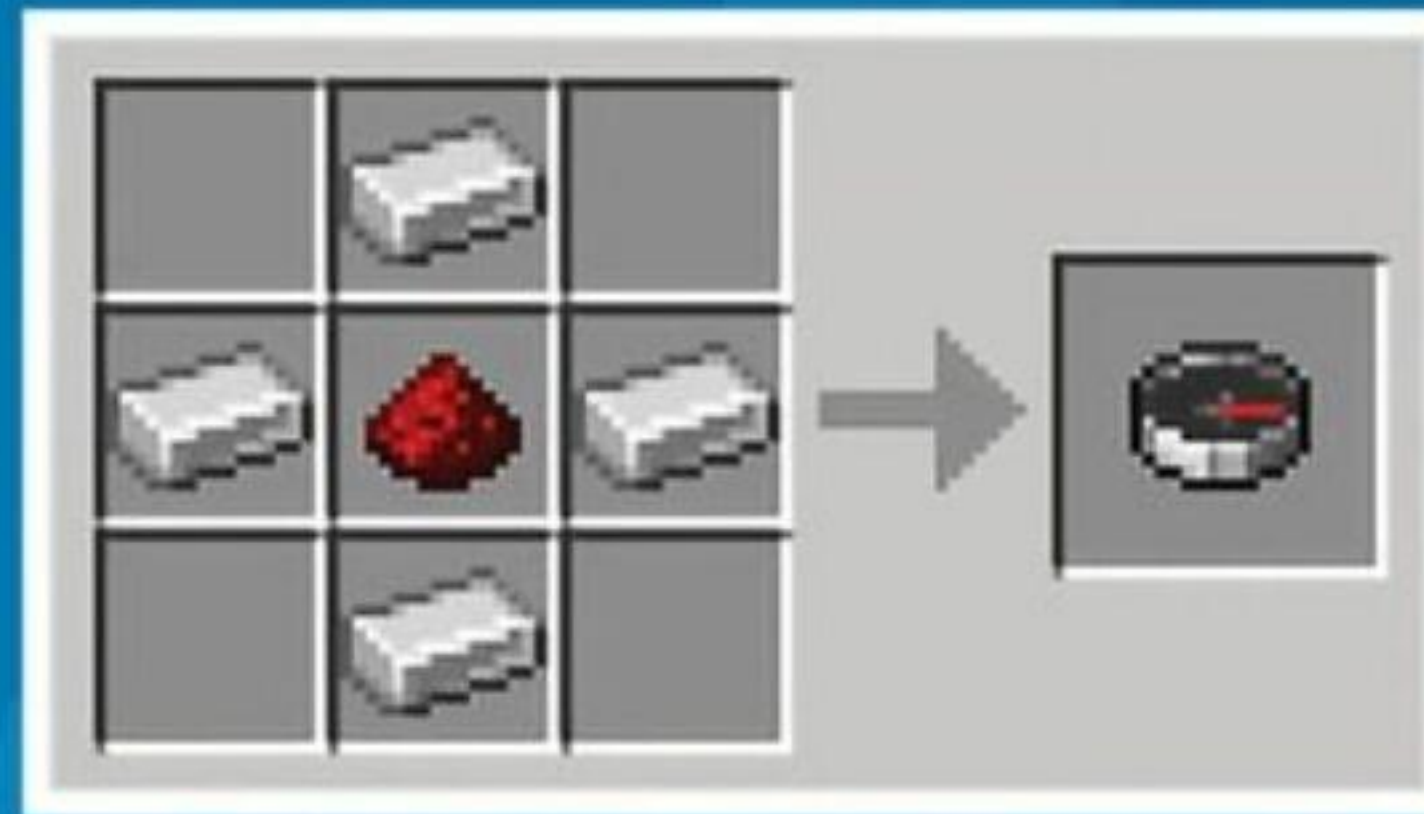
MAP AVAILABILITY

When you find a Cartographer, the map will not be available immediately. The player must upgrade the Villager until the rank of Journeyman is reached. This rank is achieved after the Cartographer gets 70 XP points. Once this upgrade is reached, the Trial Chambers Map will become available to trade.



CARTOGRAPHER REQUEST

The trade with the Cartographer will not be easy, since he will ask for the Trial Chambers Map trade: one compass and 12 Emeralds (the difference between the other biome maps where the Cartographer comes from is just a few Emeralds). To become available, as explained, the Cartographer must reach the third experience Journeyman level. Villagers have five experience levels available: Novice, Apprentice, Journeyman, Expert and Master.



COMPASS RECIPE

To craft a Compass, the player needs to use a Crafting Table, four Iron Ingots and one Redstone Dust.

CARTOGRAPHER

This is one of the Villagers affected by the trade rebalancing changes. The idea here is to ensure that each Cartographer can exchange a larger volume of maps associated with the biomes they come from. Mojang is now planning to add seven new maps to the Cartographer's list of items.

Farmer Experience	Farmer Offer	Player Offer	Trade Limit	XP to Farmer per Trade
Novice	24 Papers	1 Emerald	16	2
Novice	7 Emeralds	1 Empty Map	12	1
Apprentice	11 Glass Panes	1 Emerald	16	10
Apprentice	1 Compass + 8 Emeralds	1 New Biome Map	12	5
Journeyman	1 Compass	1 Emerald	12	10
Journeyman	1 Compass + 13 Emeralds	1 Ocean Explore Map	12	10
Expert	7 Emeralds	1 Frame	12	15
Expert	3 Emeralds	1 Banner (any color)	12	15
Master	8 Emeralds	1 Global Banner Pattern	12	30
Master	1 Compass + 14 Emeralds	1 Woodland Explorer Map	12	30



MACE: THE NEW WEAPON

The Trial Chambers will demand your best fighting skills, but it seems that would not be enough in the most extreme scenarios. To help you leverage such hostile beasts as the Breeze or Boggeds, the Mace comes as the ultimate weapon. But first you must surpass a couple of challenges—starting with killing the Breeze, since one of the main Mace ingredients are the Breeze Rods, which is a secure drop from a Breeze when killed by a player or their tamed Wolf (with one of two Breeze Rods being dropped per Breeze eliminated).

The second challenge is Heavy Core, a block just unlocked in vaults that you can access using an Ominous Trial Key.

It has some special powers which can magnify their attacks, known as the smash attacks, turning fall damage into direct damage on enemies. This is quite helpful, since the Trial Chambers have multiple floors and these attacks can be devastating to our enemies—and battle companions, as a smash attack will affect enemies and friends in the coup if they are nearby.

CRAFTING RECIPE

The crafting recipe is amazingly easy. The problem is getting those two new items that will be introduced to the game during the summer update. If the Breeze Rods are collected with each Breeze killed, the Heavy Core is only obtainable in ominous vaults, which can be accessed by completing an Ominous Event (only available in Trial Chambers).



WEAPONS ATTACK DAMAGE ON BEDROCK*

Weapon		Gold	Wood	Stone	Iron	Diamond	Netherite
Axe		4	4	5	6	7	8
Bow		1 to 11 (no charge to critical hit chance)					
Crossbow		9					
Mace		8 to 12 (base damage without any multiplayer)					
Sword		5	5	6	7	8	9
Trident		9					

WEAPONS DURABILITY ON BEDROCK*

Weapon		Gold	Wood	Stone	Iron	Diamond	Netherite
Axe		33	60	132	251	1562	2032
Bow		384					
Crossbow		464					
Mace		250					
Sword		33	60	132	251	1562	2032
Trident		250					

*Minecraft Java Edition has some minor differences with the damage done.



FALL DAMAGE

The secret to inflicting a huge amount of damage depends on timing and height. If a player jumps from at least 1-5 blocks high, it can more than triple the damage and avoid any fall damage on ourselves. The higher we are, the more damage we can inflict, but if we miss the blow, the fall damage will be on us.

MACE: NEW ENCHANTMENTS

Originally, Mace was one of the most powerful weapons in Minecraft, if we used height to our advantage and transformed fall damage in extensive hostile mob damage.

Now, the most difficult weapon to craft in Minecraft can become even more powerful ... if we use Enchantments. With that in mind, Mojang just released three new Enchantments in Preview/Snapshot, with the goal to elevate the power of Mace to another level. The problem is the mobs we will face in Ominous Trials. The development team is making the task harder with the same pace that is reinforcing Mace and the mobs often bringing more powerful enchanted armor and weapons. Armor Enchantments include: Protection IV, Projectile Protection IV and Fire Protection IV. Weapon enchantments include: Sharpness I, Knockback I, Power I and Punch I.



Having hostile mobs equipped for Trial Omens doesn't mean extra rewards for the player. Once killed, these mobs will not drop any of their enhanced weapons or protection.

HOW TO CREATE AN ENCHANTING TABLE

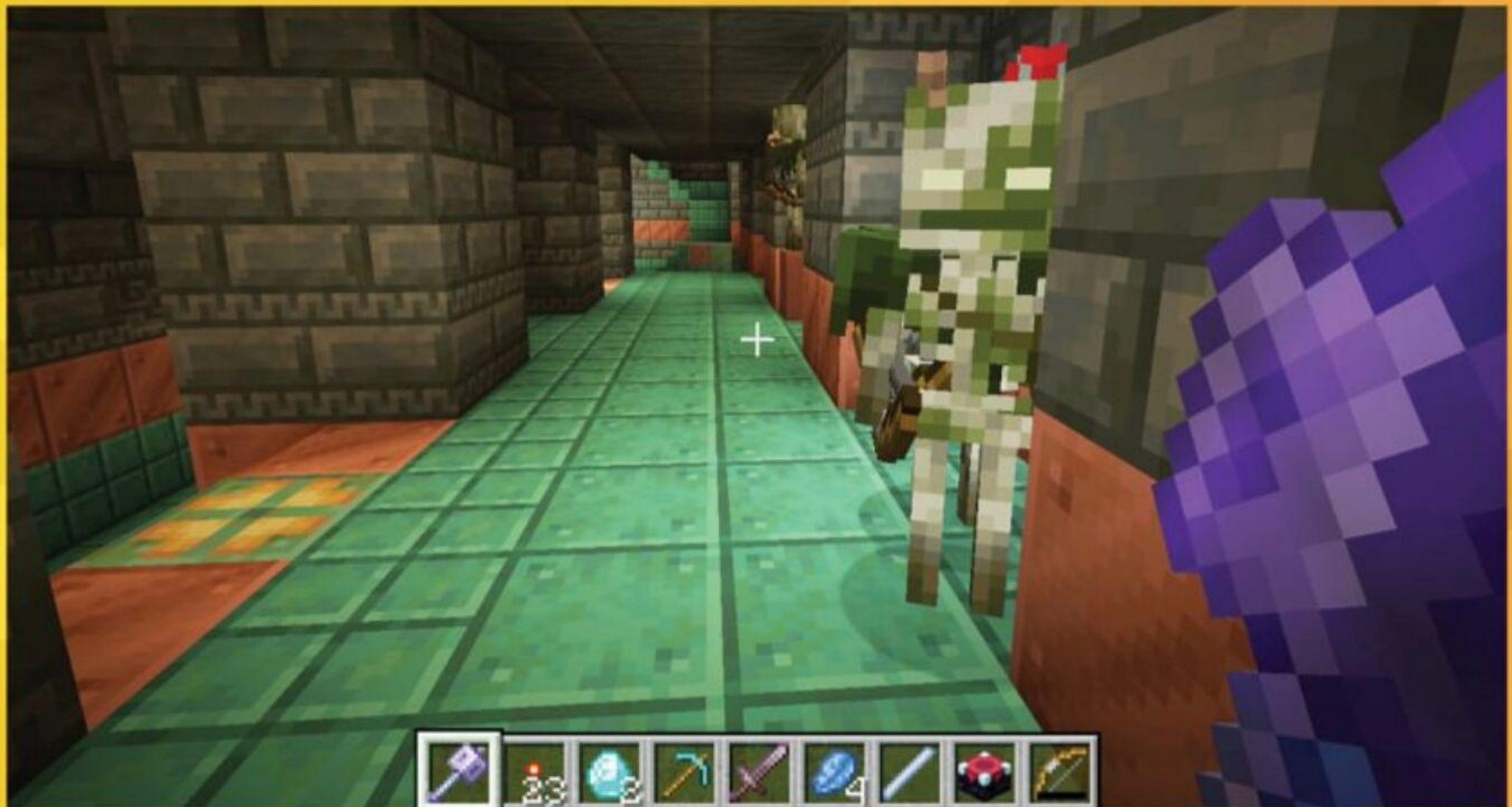
To enchant an item in Minecraft, the player needs to create an Enchanting Table first. These strange blocks can be crafted with a Book, two Diamonds and four Obsidian Blocks. For the Enchanting Table to work to its maximum power, it must be surrounded by bookshelves, otherwise their output will be basic Enchantments.



HOW TO PRODUCE ENCHANTMENTS

With three new Enchantments invented to maximize Mace's damage, it's the best time to learn how to enchant an item in Minecraft. First you must create your Enchanting Table and then use it (if surrounded by bookshelves the better) with the item that you want to transform along with Lapis Lazuli. Then three random

options will appear to you, which you can choose in exchange for your own experience. Once the Enchantment is used, it will automatically be added to the item—which, in most cases, will change the color of the item. In this case, we've enchanted this Mace and the color changed to blue/purple.



BREACH

Breach allows Mace to bypass a portion of an enemy's armor, striking fear into the hearts of even the most protected enemies. Beyond some tools, armor and some weapons, the only item that the player can enchant is a Book.



DENSITY

This new Density Enchantment makes the already heavy Mace heavier, adding additional heft to its smash attack. Regarding other weapons, you can also enchant Swords, Bows, Crossbows and Tridents.



THE WIND BURST

This new Enchantment generates a burst of wind when successfully striking enemies, launching the wielder in the air. We remind you that you can also enchant Pickaxes, Shovels, Axes, Hoes, Fishing Rods and all armor.

UPDATE 1.21

ULTIMATE CHALLENGE

Considered the ultimate challenge in the Trial Chambers, Ominous Events are very complex trials that the player can trigger if all the requests are completed—and be prepared for some odd conditions to trigger this nightmare.

TRIAL CHAMBERS: OMINOUS EVENTS

BAD OMEN

In the current version of Minecraft, Bad Omen was an effect that players used to trigger Raids in Villages (if a player enters a Village with the Bad Omen effect, the Raid starts immediately, meaning that waves of Illagers with enchanted weapons will come for you).

In the Trial Chambers, the Bad Omen effect on the player will activate Ominous Events, the ultimate challenge for this dungeon crawler.



OMINOUS BOTTLE

To get the Bad Omen effect, the player must consume an Ominous Bottle, which will give you this status for 100 minutes (if it is not interrupted). Ominous Bottles are a reward from vaults inside the Trial Chambers, but are also a drop from Raid Captains (but not when a Raid is active, you must find this Villager wandering around the Overworld and kill him to have a chance to have him drop one of this bottles). Ominous Bottles have five levels.



MILK

As explained, once the player consumes an Ominous Bottle, you will gain the Bad Omen effect for 100 minutes. There are only three ways to get back to your normal status: Drink Milk will cancel the status of the Bad Omen instantly (when Milk is consumed, it is able to remove all kind of effects that the player can experience while playing), Dying and letting the time run out. Beyond triggering Raids and Ominous Events, the player will not experience any side effects.

**TRIAL KEYS**

When entering any Trial Chamber, the player will find lots of Trial Spawners. These blocks will be triggered when the player gets nearby and will launch waves of hostile mobs in your direction. When all waves are eliminated, the Trial Spawner drops the rewards and starts their cooldown period (when it cannot be triggered). Among the rewards are Trial Keys, which will open vaults that are scattered in the Trial Chambers and can have Ominous Bottles inside).

**SPAWNERS**

Inside each Trial Chamber—and remember that there will be various ones in each Overworld—the player will find Trial Spawners that can be activated by proximity, releasing mobs such as the Breeze, Skeletons and Boggards that will attack you. Vaults are very similar blocks in terms of metal structure, but the player can see what is inside as a reward, and they can be opened with a Trial Key.



TRIAL SPAWNER

With the Bad Omen effect active, the player must now enter the Trial Chamber and look for a Trial Spawner. Right now, we have three of these blocks that are very similar to spawners, which are the vaults, but you will understand very quickly that it is a spawner because you will be attacked immediately if you get near a spawner block.



TRIAL OMEN EFFECT

Once the Trial Spawner is triggered, your status will change to a Trial Omen effect. This effect will completely change what we will face, as the block itself will also change. The standard time for this status to be maintained is 100 minutes, but it can be more depending on the level of the Ominous Bottles (there are five levels, each one adding 15 more minutes of duration time to the status).



OMINOUS TRIAL SPAWNER

With the Trial Omen effect active, the Trial Spawner block will be transformed into an Ominous Trial Spawner, which means that you will be facing powerful mobs (with armor, more powerful weapons and even potions). Once all waves of hostile mobs are eliminated, loot is ejected, and you have a 30% chance of receiving the Ominous Trial Key.



OMINOUS TRIAL KEY

If you did not receive your Ominous Trial Key, your time is short, so head for the next Trial Spawner while the Trial Omen effect is active (always be prepared for long battles). When you receive the Ominous Trial Key, it is time to look for the Ominous Vault. It is easy to spot, since it's usually on a higher platform for everyone to admire.





THE OMINOUS VAULT

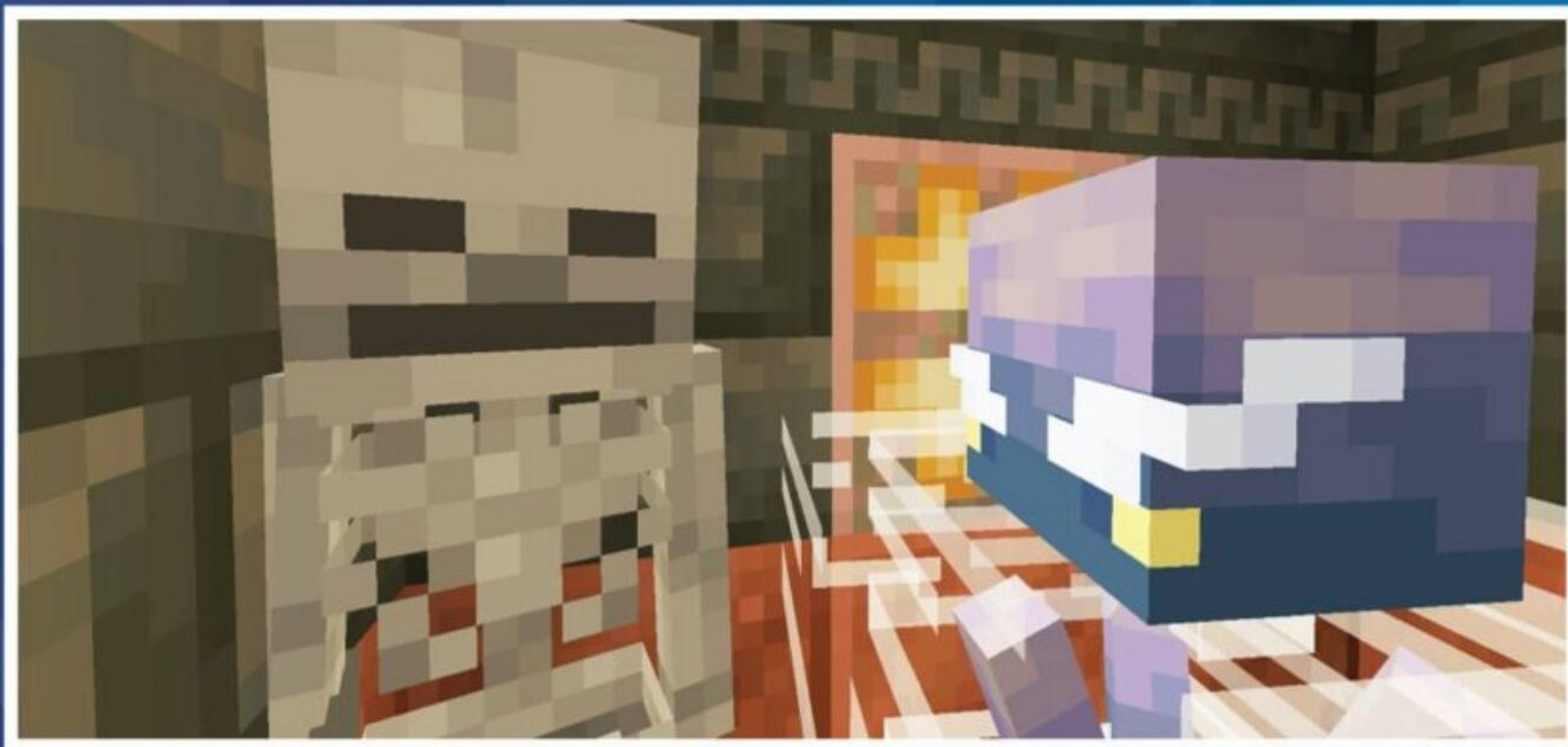
We've tried a couple of Trial Chambers, and the Ominous Vault was always at the end of the main corridor near the ceiling of the Trial Chamber, without any access by way of stairs or internal tunnels. It is a good strategy to use some blocks to gain access to higher ground, creating a small stairway up, as it will be impossible to reach that area any other way. Once inside the Ominous Vault, the player can receive a wide range of Items. The most important will be the Heavy Core, a main ingredient for the Mace, but be prepared to receive Emeralds, Diamonds, Enchanted Golden Apples, Ominous Bottles and even Enchanted Books.

HEAVY CORE

As we have explained, getting a Mace is only possible after completing a long range of quests. If the first ingredient is easy to get (the Breeze Rod is a secure drop from killing a Breeze), the Heavy Core will only be ejected from an Ominous Vault (be prepared for a couple of tries before receiving one). But believe us, striking hostile mobs with a Mace using higher ground is very satisfying.



THE NEW HARDCORE MODE



If the Trial Chambers were not enough trouble for you inside Minecraft, Mojang just announced the new Hardcore mode on the Bedrock Edition of Minecraft. So if you think that was a difficult setting, you are not even close. Now we are talking about Permadeath inside the block's world, a precious life that must be protected at all costs. If you die, you won't have a second chance in the new Hardcore mode. In fact,

you will lose all the progression without the option of coming back. There's no respawn here, it is total game over, with only Spectator mode available.

This mode is completely closed once the world is created, you can never change the difficulty setting. In the beginning, it's the same, the difficulty level is blocked hard, with no other option available.

ONE LIFE RULE

Survival is your most basic instinct in Hardcore mode, which requires a more defensive approach in all aspects of the gameplay—from collecting food to building your home and setting a bed. Knowing that you will not respawn if you die drastically changes the way the player approaches the game, avoiding problems most of the time.



PERMADEATH

This term started being used on some D&D video games in the past and represented to the player a permanent death (for our character inside the game or an NPC from our party), which was always related to some extreme difficulty levels. In Minecraft, this was related to Survival mode's various difficulty levels—from Peaceful to Hard—but all of them allowed respawn when we died. Now we can maintain all of these difficulty levels with respawn (even in Hard), but Hardcore mode means just one life.



CREATURES OF THE NIGHT

Being attacked at night by hostile mobs is more frightening than ever, and no one wants to take risks without the ability of coming back to life.

AVAILABLE ON PREVIEWS



Right now, this new mode is being tested by Mojang with the support of the community, but it is available for creators in the Preview section for all players who want to test the new Bedrock Survival mode. It is not yet clear if it's going to be released with the summer update or sooner.

CREATORS

With Mojang making this mode available for creators earlier than the Minecraft normal version, they have a clear goal of offering new options for all community maps on the Marketplace. With that in mind, creators have time to adapt their creations (mainly adventures) if that may have a positive impact on their experiences—or even create new ones.



NEW PAINTINGS

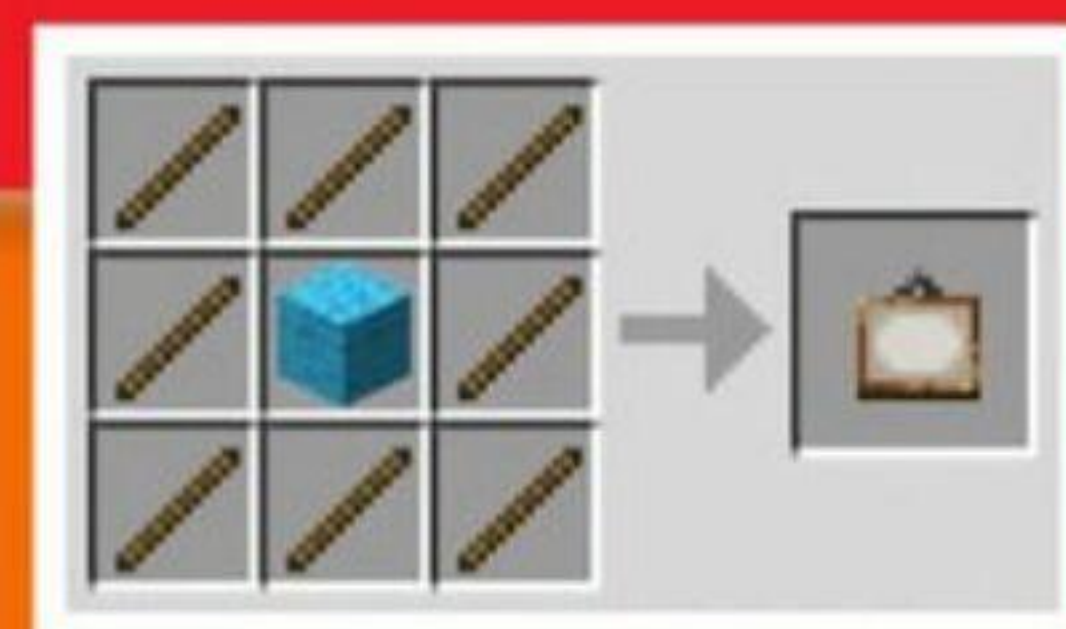
Minecraft received five new paintings to be used as decorative blocks. These new illustrations will be added in time for the summer update. And, like all paintings, they will appear randomly to the player once a painting is crafted (with eight Sticks and one Wool Block). The new

paintings that have been added are: Baroque, Humble, Meditative, Prairie Ride and Unpacked. All of them were created by artist Sarah Boeving.

Here is the complete list of paintings that you will find available after the summer update.

PAINTING RECIPE

A painting is crafted with eight Sticks and one Wool Block (from any color, and the outcome is not related with the color of the wool). The picture that we get from the 31 available is totally random.



LIST OF PAINTINGS ON MINECRAFT



ALBANIAN
1x1 BLOCK



BAROQUE
2x2 BLOCKS



BONJOUR MONSIEUR
COURBET
2x1 BLOCK



BUST
2x2 BLOCKS



CREEBET
2x1 BLOCK



DE LA ZTEC (I)
1x1 BLOCK



DE_AZTEC (2)
1X1 BLOCK



FIGHTERS
4X2 BLOCKS



GRAHAM
1X2 BLOCKS



HUMBLE
2X2 BLOCKS



KEBAB MED TRE
PEPPERONI
1X1 BLOCK



KONG
4X2 BLOCKS



MATCH
2X2 BLOCKS



MEDITATIVE
1X1 BLOCK



MORTAL COIL
4X2 BLOCKS



PARADISTRÄD
1X1 BLOCK



PIGSCENE
4X2 BLOCKS



POINTER
4X2 BLOCKS



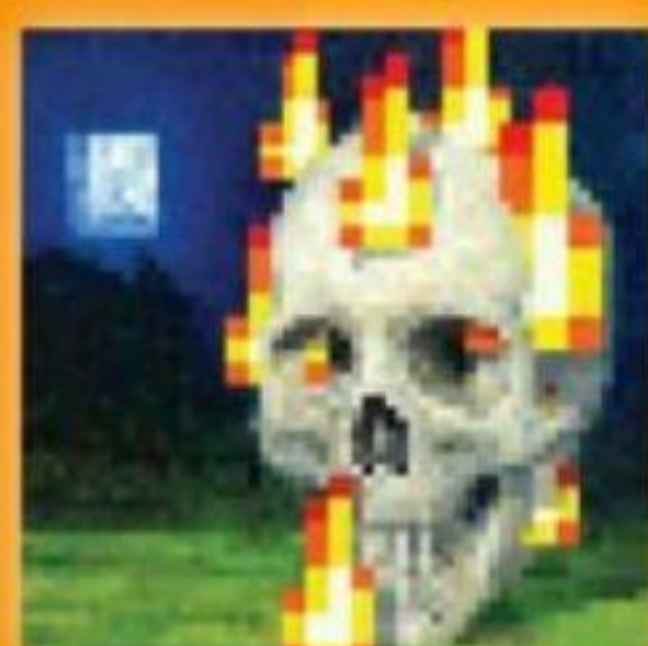
PRAIRIE RIDE
1X2 BLOCKS



SEASIDE
2X1 BLOCK



SKULL AND ROSES
2X2 BLOCKS



SKULL ON FIRE
4X2 BLOCKS



SUNSET_DENSE
2X1 BLOCK



TARGET SUCCESSFULLY
BOMBED
1X1 BLOCK



THE POOL
2X1 BLOCK



THE STAGE IS SET
2X2 BLOCKS



THE VOID
2X2 BLOCKS



UNPACKED
4X2 BLOCKS



WANDERER
1X2 BLOCKS



WASTELAND
1X1 BLOCK



WITHER
2X2 BLOCKS

TRIAL CHAMBERS: NEW DECORATED POTS



As explained, the Trial Chambers will have a huge number of pots scattered on the various levels and throughout the rooms, but Mojang just announced that the Trial Chambers will have their own Decorated Pots designs along with their related Pottery Sherds. These Decorated Pots

are called Flow, Guster and Scrape and will not be found related with archeology. These pots will be found exclusively inside the Trial Chambers, and the player must break the pots to collect their sherds (four sherds from the same type will enable the player to craft their Decorated Pot at home).

Since Decorated Pots are the most common source of loot inside the Trial Chambers, we've also decided to list everything currently available to be collected. These items can help you survive and upgrade your tools and weapons (we've also compared with other items in the Trial Chambers).

DECORATED POTS RECIPE

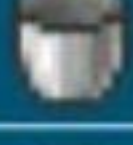
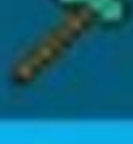
A player has two ways of creating a pot: by using four Bricks or four Pottery Sherds (both recipes are equal). If the four Pottery Sherds have the same pattern, they will assume their design in all four faces of the pot; if not, the pot will be without any design (just like the four Bricks used in the crafting recipe).



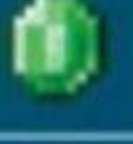
DECORATED POTS LOOT IN TRIAL CHAMBERS

Item	Number of items	Chance	Item	Number of items	Chance
 Amethyst Shard	1-4	18%	 Emerald	1-8	18%
 Arrow	1-4	18%	 Gold Ingot	1-6	3.5%
 Block of Emerald	1-3	1%	 Iron Ingot	1-6	9%
 Block of Diamond	1-2	0.2%	 Lapis Lazuli	1-4	18%
 Diamond	1-4	1%	 Trial Key	1-3	3.5%

BARRELS LOOT IN TRIAL CHAMBERS

Item	Number of items	Chance	Item	Number of items	Chance
 Baked Potato	6-10	49.5%	 Damaged Diamond Pickaxe	1	6%
 Bamboo Planks	5-15	49.5%	 Damaged Enchanted Golden Axe	1	22.5%
 Bucket	1-2	6%	 Damaged Enchanted Golden Pickaxe	1	22.5%
 Compass	1	6%	 Diamond	1-3	6%
 Damaged Diamond Axe	1	6%			

TRIAL SPAWNER LOOT IN TRIAL CHAMBERS*

Item	Number of items	Chance	Item	Number of items	Chance
 Baked Potato	1-3	11.5%	 Golden Carrot	1-3	4%
 Emerald	1-6	11.5%	 Potion of Regeneration	1	4%
 Ender Pearl	1	4%	 Potion of Strength	1	4%
 Glow Berries	2-10	11.5%	 Trial Key	1	50%

OMINOUS TRIAL SPAWNER LOOT IN TRIAL CHAMBERS*

Item	Number of items	Chance	Item	Number of items	Chance
 Baked Potato	2-4	20%	 Potion of Strength	1	6.5%
 Golden Carrot	1-2	12.5%	 Rotten Flesh	1-4	6.5%
 Ominous Trial Key	1	30%	 Steak	1-2	20%
 Potion of Regeneration	1	6.5%			

* All mobs must be killed to collect this loot.

* All mobs must be killed to collect this loot.



NEW ARMOR TRIMS

To get inside the Trial Chambers in full style, two armor trims are going to be released: Bolt and Flow. When these two become available, there will be 18 types of armor trim Smithing Templates in Minecraft. There is one extra Smithing Template, but it is the one that is only used to upgrade Diamond equipment

in Netherite and is not considered a cosmetic restyle of your equipment. These two new Smithing Templates can only be acquired by the player while exploring the Trial Chambers. To help you locate all the templates in the game, we've listed below where to find each Smithing Template.

WHERE TO FIND SMITHING TEMPLATES IN CHESTS

Template	Location	Template	Location
Bolt Armor Trim Smithing Template	Trial Chambers	Sentry Armor Trim Smithing Template	Pillager Outpost
Coast Armor Trim Smithing Template	Shipwreck	Silence Armor Trim Smithing Template	Ancient City
Dune Armor Trim Smithing Template	Desert Pyramid	Snout Armor Trim Smithing Template	Bastion Remnant
Eye Armor Trim Smithing Template	Stronghold	Spire Armor Trim Smithing Template	End City
Flow Armor Trim Smithing Template	Trial Chambers	Vex Armor Trim Smithing Template	Woodland Mansion
Netherite Upgrade Smithing Template	Bastion Remnant	Ward Armor Trim Smithing Template	Ancient City
Rib Armor Trim Smithing Template	Nether Fortress	Wild Armor Trim Smithing Template	Jungle Pyramid

HOW TO LOOM A BANNER PATTERN

Click in a loom block to open and interact with the ingredient interface. Here you must add 1 Banner, 1 Pattern and 1 Dye (it can be in any color, the pattern that will be printed in the banner will use the color from that dye). This is how you loom a Banner Pattern.



NEW BANNER PATTERNS

With these two new Banner Patterns—items used to customize banners with looms—the player will have eight patterns in the Minecraft Java Edition and 10 in the Bedrock Edition (Field Masoned and Bordure Indented are Bedrock exclusives without any specific reason that we know of). The two new patterns, Flow and Guster, can only be acquired in the Trial

Chambers inside an Ominous Vault (and they cannot be crafted like other patterns such as the Creeper or the Skull).

Each pattern has to be created from a crafting recipe—and to help you understand how to create each pattern, we have listed here all the crafting recipes currently available in the game.

HOW TO OBTAIN EACH PATTERN

Name	Image	Crafting Ingredients or Location To Acquire
Bordure Indented		1 Paper + 1 Vine
Creeper Charge		1 Paper + 1 Creeper Head
Field Masoned		1 Paper + 1 Brick
Flow		This pattern is obtained in Ominous Vault in Trial Chambers
Flower Charge		1 Paper + 1 Oxeye Daisy
Globe		This pattern is obtained by trading with a master-level Cartographer
Guster		This pattern is obtained in Ominous Vault in Trial Chambers
Skull Charge		1 Paper + 1 Wither Skeleton Skull
Snout		This pattern is obtained in chests in Bastion Remnant
Thing		1 Paper + 1 Enchanted Golden Apple



TEST NEW FEATURES BEFORE THE RELEASE!

If you are reading this magazine before the release of the Minecraft summer update, you can test every single feature right now. You just need to access the latest Snapshot (if you are playing the Java Edition of Minecraft) or the Preview (for the owners of the Bedrock Edition). Mojang shares the new elements with the community before the official release as a stress test. The players test the game, give feedback and most of the time the features improve. Just look at the Trial Chambers and how they've evolved since their announcement, with new weapons, mobs and companions. Here we explain how you can test future features in the game and help Mojang transform Minecraft to be a better game.

DO NOT MIX SAVES

The most important thing to remember while testing a Snapshot/Preview version of Minecraft is to not forget that you are in an unfinished version of the game. Most of the time, Mojang is testing the impact of a new feature in Minecraft and sometimes things go wrong, which can damage your saved game. Do not use an old saved game while testing these versions, since you can lose your data.



HOW TO ACCESS SNAPSHOT

For the Minecraft Java users, test the working progress versions by using the Launcher. Click on the option "Installations" and then choose "Versions." Here you will find the option to enable "Snapshots." Using this option gives you access to the latest Snapshot, but be sure you're running it in a separate folder so your current games don't get corrupted.



HOW TO ACCESS PREVIEW

In the Bedrock Edition of Minecraft, there are different processes for different platforms. iOS users will have to install the app TestFlight and request to be part of the Minecraft testers, as there are a limited number of Preview copies. For Windows, you can install a separate version of the game called Minecraft Previews from the Microsoft Store.

On Xbox, Previews are available to Game Pass Ultimate subscribers.

WHAT TO LOOK FOR



THE MACE

Welcoming a new weapon in Minecraft is always a celebration, and this powerful one will need time to master. Its damage is related with timing and height.



NEW HOSTILE MOBS

The Trial Chambers will see the birth of a new entity, the Breeze, which will only spawn here. The Bogged is also another new Skeleton to meet.



ARMADILLO

It was announced so long ago that we sometimes forget that the Armadillo, which won the community vote during Minecraft Live, is a new mob for the Overworld. When brushed, it drops a scute, the main element for crafting the Wolf armor.

**NEW
CONTENT**

ADD-ONS



MARKETPLACE ADD-ONS

One of the most important upgrades in Minecraft comes without a huge announcement or fanfare: the use of Add-Ons. From now on, the player can add some small elements to their game without changing the gameplay basics or even having to save the game. Imagine changing all mobs in the game to wild animals from the real world (yes, that's already been created) or simply bringing office furniture

to the game so you can create the working station of your dreams in Minecraft. There are no limits, so creators are motivated to start releasing Add-Ons to the Marketplace. And Mojang is helping, not only by teaching players how to use them, but also by offering some Add-Ons for free, which is guiding players to test the use of these Add-Ons for themselves—for a game-changing experience.

HOW TO INSTALL AN ADD-ON



...IN A NEW WORLD

Select Create New on the World tab. Confirm your Add-On is loaded by clicking the Resource Packs and Behavior Packs tabs. In each tab, you should see the Add-On in the Active + Local list of packs. If your owned packs are not under Active, look in the Available tab. You then can select the pack you want and press Activate. Click the Create button to create the world with the activated Add-On.



...IN A EXISTING WORLD

Open Minecraft and click the Play button. Click the pencil icon to edit the world you'd like to activate an Add-On for. Select the Resource Packs tab. Currently, downloaded packs will show in My Packs. Once you've identified the Add-On you'd like to activate, hit the Activate button. This will move that Add-On to the Active category.

MARKETPLACE FREE ADD-ONS



POISONOUS POTATO BY JIGARBOV PRODUCTIONS

Introduce this tuber-lar Add-On to your world and experience the joy of the Poisonous Potato the way it was always intended. From blocks to furniture, from weapons to armor, you'll be wondering why these were never added to vanilla in no time. Or maybe you won't.



SPARK PETS BY SPARK UNIVERSE

Add 10 cute pets to your worlds and make them your adorable companions. Each pet comes in different colors and with five outfits. Give them treats and watch them perform tricks. Get special items through crafting or visiting the wandering pet trader.



ANOTHER FURNITURE ADD-ON BY STARFISH STUDIOS

This Add-On offers more than 20 craftable furniture pieces and decorations that can be added to enhance your home. You can use it in Survival mode, since it also adds new tools and utilities. It has new wooden chairs and tables, old-style wall clocks and a wide range of curtains.



DRAGONFIRE LITE BY SPECTRAL STUDIOS

This Add-On puts Dragons into your worlds for you to tame and collect. Find Dragons as Eggs, Hatchlings and Adults around the various biomes in your world. Collect their scales to craft custom suits of armor and weapons with powerful effects. Lite has eight dragons to collect.



MONKEY KING AND MYTHIC BEASTS BY NEXT STUDIOS

Become the invincible Monkey King, aka Sun Wukong! Embark on a thrilling and heart-stirring legendary journey! Form an alliance with the Phoenix, search for treasure, rescue companions and face trials together. Fight against the Demon Army and defend the Sky Palace.



HIKER'S FRIEND BY RAZZLEBERRIES

Go on a cozy survival journey with this amazing Add-On. Sleep under the stars with functional sleeping bags, sit by campfires in comfy camping chairs, light your way with a hand-held lantern and conquer mountains with a handy climbing pick. Hold your walking stick for enhanced mobility.

A TO Z OF MOBS



TRIAL CHAMBERS IMPACT

The new Trial Chambers is having a huge impact on the release of future mobs in Minecraft. After the Breeze, it is now time to receive Bogged, a Swamp Skeleton variant that will attack with Arrows of Poison in the Trial Chambers and other areas of the Overworld (for now, it gives four points of damage no matter the difficulty level, but that may change before the release of the 1.21 update). And let's not forget about Bats—their design was updated supposedly with the Trial Chambers release in mind.



1 ALLAY

- **INTRODUCED** 2022
- **CLASS** Flying
- **LOCATION** Overworld
- **BEHAVIOR** Passive
- **HP** 20
- **DAMAGE** (easy/normal/hard) N/A



2 ARMADILLO

- **INTRODUCED** 2024
- **CLASS** Common
- **LOCATION** Overworld
- **BEHAVIOR** Passive
- **HP** 12
- **DAMAGE** (easy/normal/hard) -



3 AXOLOTL

- **INTRODUCED** 2021
- **CLASS** Underwater
- **LOCATION** Underground Water Sources
- **BEHAVIOR** Passive (hostile to other mobs)
- **HP** 14
- **DAMAGE** (easy/normal/hard) N/A



4 BAT

- **INTRODUCED** 2012
- **CLASS** Flying
- **LOCATION** Caves
- **BEHAVIOR** Passive
- **HP** 6
- **DAMAGE** (easy/normal/hard) N/A



5 BEE

- INTRODUCED 2019
- CLASS Flying
- LOCATION Forests, Plains
- BEHAVIOR Neutral
- HP 10
- DAMAGE (easy/normal/hard) 2/2/3



6 BLAZE

- INTRODUCED 2011
- CLASS Flying
- LOCATION Nether Fortresses
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 4/6/9 (Contact); 5/5/5 (Fireball)



7 BOGGED

- INTRODUCED 2024
- CLASS Undead
- LOCATION Swamps and Trial Chambers
- BEHAVIOR Hostile
- HP 16
- DAMAGE (easy/normal/hard) 4



8 BREEZE

- INTRODUCED 2024
- CLASS Common
- LOCATION Trial Chambers
- BEHAVIOR Hostile
- HP -
- DAMAGE (easy/normal/hard) N/A



9 CAMEL

- INTRODUCED 2023
- CLASS Tamable
- LOCATION Desert
- BEHAVIOR Passive
- HP -
- DAMAGE (easy/normal/hard) -



10 CAT

- INTRODUCED 2012
- CLASS Tamable
- LOCATION Villages, Swamp Huts
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A



11 CAVE SPIDER

- INTRODUCED 2011
- CLASS Crawling
- LOCATION Mineshafts
- BEHAVIOR Hostile
- HP 12
- DAMAGE (easy/normal/hard) 2/2/3 (Poison)



12 CHICKEN

- INTRODUCED 2010
- CLASS Common
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 4
- DAMAGE (easy/normal/hard) N/A



13 CHICKEN JOCKEY

- INTRODUCED 2013
- CLASS Rare
- LOCATION Overworld
- BEHAVIOR Hostile
- HP Jockey: 20; Chicken: 4
- DAMAGE (easy/normal/hard) 2/3/4



14 COD

- INTRODUCED 2018
- CLASS Fish
- LOCATION Oceans
- BEHAVIOR Passive
- HP 3
- DAMAGE (easy/normal/hard) N/A



15 DROWNED

- INTRODUCED 2018
- CLASS Underwater
- LOCATION Oceans, Rivers
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5; 5/9/12 (Trident)



16 COW

- INTRODUCED 2010
- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A



17 CREEPER

- INTRODUCED 2009
- CLASS Common
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 22/43/64



18 DOLPHIN

- INTRODUCED 2018
- CLASS Fish
- LOCATION Oceans
- BEHAVIOR Neutral
- HP 10
- DAMAGE (easy/normal/hard) 2.5/3/4.5



19 DONKEY

- INTRODUCED 2013
- CLASS Tamable
- LOCATION Villages, Plains, Savanna
- BEHAVIOR Passive
- HP 15
- DAMAGE (easy/normal/hard) N/A



20 ELDER GUARDIAN

- INTRODUCED 2014
- CLASS Underwater
- LOCATION Ocean Monuments
- BEHAVIOR Hostile
- HP 80
- DAMAGE (easy/normal/hard) 5/8/12 (Laser); 2/2/3 (Spike)



21 ENDER DRAGON

- INTRODUCED 2011
- CLASS Flying
- LOCATION The End
- BEHAVIOR Hostile
- HP 200
- DAMAGE (easy/normal/hard) 6/10/15 (Melee); 6/6/6 (Fireball)



22 ENDERMAN

- INTRODUCED 2011
- CLASS Teleport
- LOCATION Overworld (low light), Nether, The End
- BEHAVIOR Neutral
- HP 40
- DAMAGE (easy/normal/hard) 4.5/7/10.5



23 ENDERMITE

- INTRODUCED 2014
- CLASS Hostile
- LOCATION 5% chance when an Ender Pearl lands
- BEHAVIOR Hostile
- HP 8
- DAMAGE (easy/normal/hard) 2/2/3



24 EVOKER

- INTRODUCED 2016
- CLASS Illager
- LOCATION Woodland Mansions
- BEHAVIOR Hostile
- HP 24
- DAMAGE (easy/normal/hard) 4/6/9



25 FOX

- INTRODUCED 2019
- CLASS Nocturnal
- LOCATION Taiga
- BEHAVIOR Passive
- HP 20
- DAMAGE (easy/normal/hard) 2/2/3



26 FROG

- INTRODUCED 2022
- CLASS Common
- LOCATION Swamp
- BEHAVIOR Passive
- HP Unknown
- DAMAGE (easy/normal/hard) N/A



27 GHAST

- INTRODUCED 2010
- CLASS Floating
- LOCATION Nether
- BEHAVIOR Hostile
- HP 10
- DAMAGE (easy/normal/hard) 7/12/25; 6/6/6 (Explosion)



28 GLOW SQUID

- INTRODUCED 2021
- CLASS Fish
- LOCATION Oceans and Rivers
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A



29 GOAT

- INTRODUCED 2021
- CLASS Tamable
- LOCATION Mountains
- BEHAVIOR Neutral
- HP 10
- DAMAGE (easy/normal/hard) 1/1/1



30 GUARDIAN

- INTRODUCED 2014
- CLASS Underwater
- LOCATION Ocean Monuments
- BEHAVIOR Hostile
- HP 30
- DAMAGE (easy/normal/hard) 4/6/9 (Laser); 2/2/3 (Spike)



31 HOGLIN

- INTRODUCED 2020
- CLASS Nether
- LOCATION Nether
- BEHAVIOR Hostile
- HP 15
- DAMAGE (easy/normal/hard) 5/8/12



32 HORSE

- INTRODUCED 2013
- CLASS Tamable
- LOCATION Plains, Savanna
- BEHAVIOR Passive
- HP 15
- DAMAGE (easy/normal/hard) N/A



33 HUSK

- INTRODUCED 2016
- CLASS Desert
- LOCATION Desert
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5



34 IRON GOLEM

- INTRODUCED 2012
- CLASS Utility
- LOCATION Villages, Pillager Outposts
- BEHAVIOR Neutral
- HP 100
- DAMAGE (easy/normal/hard) 11.75/21.5/32.25



35 LLAMA

- INTRODUCED 2016
- CLASS Tamable
- LOCATION Savanna, Mountains
- BEHAVIOR Neutral
- HP 15-30
- DAMAGE (easy/normal/hard) 1/1/1



36 MAGMA CUBE

- **INTRODUCED** 2011 ■ **CLASS** Nether
- **LOCATION** Nether
- **BEHAVIOR** Hostile
- **HP** Small: 1; Medium: 4; Big: 16
- **DAMAGE** (easy/normal/hard) 2.5/3/4.5 (Small); 3/4/6 (Medium); 4/6/9 (Big)



37 MOOSHROOM

- **INTRODUCED** 2011
- **CLASS** Common
- **LOCATION** Mushroom Fields
- **BEHAVIOR** Passive
- **HP** 10
- **DAMAGE** (easy/normal/hard) N/A



38 MULE

- **INTRODUCED** 2013
- **CLASS** Tamable
- **LOCATION** Breed a horse and a donkey
- **BEHAVIOR** Passive
- **HP** 15-30
- **DAMAGE** (easy/normal/hard) N/A



39 OCELOT

- **INTRODUCED** 2012
- **CLASS** Jungle
- **LOCATION** Jungle
- **BEHAVIOR** Passive
- **HP** 10
- **DAMAGE** (easy/normal/hard) N/A



40 PANDA

- **INTRODUCED** 2018
- **CLASS** Jungle
- **LOCATION** Jungle
- **BEHAVIOR** Neutral
- **HP** 20
- **DAMAGE** (easy/normal/hard) 4/6/9



41 PARROT

- **INTRODUCED** 2017
- **CLASS** Tamable
- **LOCATION** Jungle
- **BEHAVIOR** Passive
- **HP** 6
- **DAMAGE** (easy/normal/hard) N/A



42 PHANTOM

- **INTRODUCED** 2018
- **CLASS** Undead
- **LOCATION** Overworld, Nether
- **BEHAVIOR** Hostile
- **HP** 20
- **DAMAGE** (easy/normal/hard) 4/6/9



43 PIG

- **INTRODUCED** 2009
- **CLASS** Common
- **LOCATION** Overworld
- **BEHAVIOR** Passive
- **HP** 10
- **DAMAGE** (easy/normal/hard) N/A



44 PIGLIN

- **INTRODUCED** 2020
- **CLASS** Nether
- **LOCATION** Nether
- **BEHAVIOR** Hostile
- **HP** 16
- **DAMAGE** (easy/normal/hard) 5/9/13 (Melee); 3/3/4 (Ranged)



45 PIGLIN BRUTE

- **INTRODUCED** 2020
- **CLASS** Nether
- **LOCATION** Nether
- **BEHAVIOR** Hostile
- **HP** 50
- **DAMAGE** (easy/normal/hard) 6/10/15



46 PILLAGER

- **INTRODUCED** 2018
- **CLASS** Illager
- **LOCATION** Overworld
- **BEHAVIOR** Hostile
- **HP** 24
- **DAMAGE** (easy/normal/hard) 2/3/5 (Melee); 3/4/4 (Ranged)



47 POLAR BEAR

- **INTRODUCED** 2016
- **CLASS** Arctic
- **LOCATION** Snowy Tundra, Frozen Ocean
- **BEHAVIOR** Neutral ■ **HP** 30
- **DAMAGE** (easy/normal/hard) 4/6/9



48 PUFFERFISH

- **INTRODUCED** 2018
- **CLASS** Fish
- **LOCATION** Oceans
- **BEHAVIOR** Passive
- **HP** 3
- **DAMAGE** (easy/normal/hard) 2/2/3



49 RABBIT

- **INTRODUCED** 2014
- **CLASS** Common
- **LOCATION** Overworld
- **BEHAVIOR** Passive
- **HP** 3
- **DAMAGE** (easy/normal/hard) N/A



50 RAVAGER

- **INTRODUCED** 2018
- **CLASS** Bovine
- **LOCATION** Overworld
- **BEHAVIOR** Hostile
- **HP** 100
- **DAMAGE** (easy/normal/hard) 7/12/18 (Melee); 4/6/9 (Roar)



51 SALMON

- **INTRODUCED** 2018
- **CLASS** Fish
- **LOCATION** Oceans, Rivers
- **BEHAVIOR** Passive
- **HP** 3
- **DAMAGE** (easy/normal/hard) N/A

MOBS



52 SHEEP

- INTRODUCED 2009
- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 8
- DAMAGE (easy/normal/hard) N/A



53 SHULKER

- INTRODUCED 2015
- CLASS The End
- LOCATION End City
- BEHAVIOR Hostile
- HP 30
- DAMAGE (easy/normal/hard) 4/4/4



54 SILVERFISH

- INTRODUCED 2011
- CLASS Crawling
- LOCATION Strongholds, Mountains
- BEHAVIOR Hostile
- HP 8
- DAMAGE (easy/normal/hard) 1/1/1



55 SKELETON

- INTRODUCED 2009
- CLASS Undead
- LOCATION Overworld, Nether
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 3/4/5 (Ranged)



56 SKELETON HORSE

- INTRODUCED 2013
- CLASS Undead
- LOCATION Skeleton Traps
- BEHAVIOR Passive
- HP 15
- DAMAGE (easy/normal/hard) N/A



57 SKELETON HORSEMAN

- INTRODUCED 2013
- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 3/4/5 (Ranged)



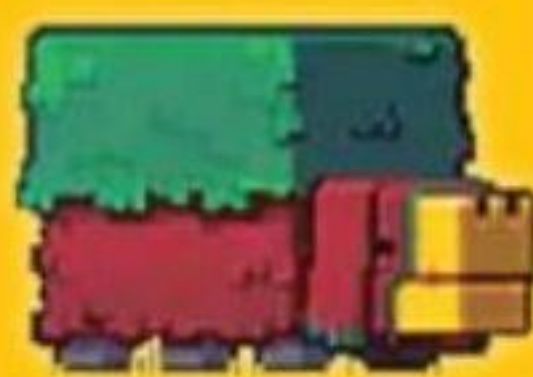
58 SLIME

- INTRODUCED 2010
- CLASS Floating
- LOCATION Slime Chunks
- BEHAVIOR Hostile
- HP Small: 1; Medium: 4; Big: 16
- DAMAGE (easy/normal/hard) 0/0/0 (small); 2/2/3 (medium); 3/4/6 (big)



59 SNOW GOLEM

- INTRODUCED 2011
- CLASS Utility
- LOCATION Overworld
- BEHAVIOR Passive
- HP 4
- DAMAGE (easy/normal/hard) N/A



60 SMIFFER

- INTRODUCED 2023
- CLASS Ocean
- LOCATION Oceans
- BEHAVIOR Passive
- HP -
- DAMAGE (easy/normal/hard) -



61 SPIDER

- INTRODUCED 2009
- CLASS Common
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 16
- DAMAGE (easy/normal/hard) 2/2/3



62 SPIDER JOCKEY

- INTRODUCED 2010
- CLASS Rare
- LOCATION Caves
- BEHAVIOR Hostile
- HP Skeleton: 20; Spider: 16
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 4/4/5 (Ranged)



63 SQUID

- INTRODUCED 2011
- CLASS Fish
- LOCATION Oceans, Rivers
- BEHAVIOR Passive
- HP 10
- DAMAGE (easy/normal/hard) N/A



64 STRAY

- INTRODUCED 2016
- CLASS Undead
- LOCATION Frozen Biomes
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2/2/3 (Melee); 3/4/5 (Ranged)



65 STRIDER

- INTRODUCED 2020
- CLASS Nether
- LOCATION Nether
- BEHAVIOR Passive
- HP 15
- DAMAGE (easy/normal/hard) N/A



66 TROPICAL FISH

- INTRODUCED 2018 (Note: 3,584 species in-game)
- CLASS Fish
- LOCATION Oceans
- BEHAVIOR Passive
- HP 3
- DAMAGE (easy/normal/hard) N/A



67 TURTLE

- INTRODUCED 2018
- CLASS Ocean
- LOCATION Oceans, Beaches
- BEHAVIOR Passive
- HP 30
- DAMAGE (easy/normal/hard) N/A



68 VEX

- INTRODUCED 2016
- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 14
- DAMAGE (easy/normal/hard) 5.5/9/13.5



69 VILLAGER

- INTRODUCED 2011
- CLASS Common
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 20
- DAMAGE (easy/normal/hard) 5/5/6



70 VINDICATOR

- INTRODUCED 2016
- CLASS Illager
- LOCATION Overworld, Woodland Mansions
- BEHAVIOR Hostile
- HP 24
- DAMAGE (easy/normal/hard) 7.3/13/19.5



71 WANDERING TRADER

- INTRODUCED 2019
- CLASS Common
- LOCATION Overworld
- BEHAVIOR Passive
- HP 20
- DAMAGE (easy/normal/hard) N/A



72 THE WARDEN

- INTRODUCED 2022
- CLASS Blind
- LOCATION Deep Underground Caves
- BEHAVIOR Hostile
- HP 500
- DAMAGE (easy/normal/hard) 16/30/45



73 WITCH

- INTRODUCED 2012
- CLASS Illager
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 26
- DAMAGE (easy/normal/hard) 6/6/6 (Poison)



74 WITHER

- INTRODUCED 2012
- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 300-600
- DAMAGE (easy/normal/hard) 35/68/102



75 WITHER SKELETON

- INTRODUCED 2012
- CLASS Undead
- LOCATION Nether
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 5/8/12 (Melee); 1/1/1 (Wither)



76 WOLF

- INTRODUCED 2011
- CLASS Tamable
- LOCATION Overworld
- BEHAVIOR Neutral
- HP 8
- DAMAGE (easy/normal/hard) 3/4/6



77 ZOGLIN

- INTRODUCED 2020
- CLASS Undead
- LOCATION Overworld, The End
- BEHAVIOR Hostile
- HP 40
- DAMAGE (easy/normal/hard) 5/8/12



78 ZOMBIE

- INTRODUCED 2009
- CLASS Undead
- LOCATION Overworld (Night)
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5



79 ZOMBIE VILLAGER

- INTRODUCED 2012
- CLASS Undead
- LOCATION Overworld
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 2.5/3/4.5



80 ZOMBIFIED PIGLIN

- INTRODUCED 2020
- CLASS Undead
- LOCATION Nether
- BEHAVIOR Hostile
- HP 20
- DAMAGE (easy/normal/hard) 5/8/12



BIKINI BOTTOM HITS THE BLOCK

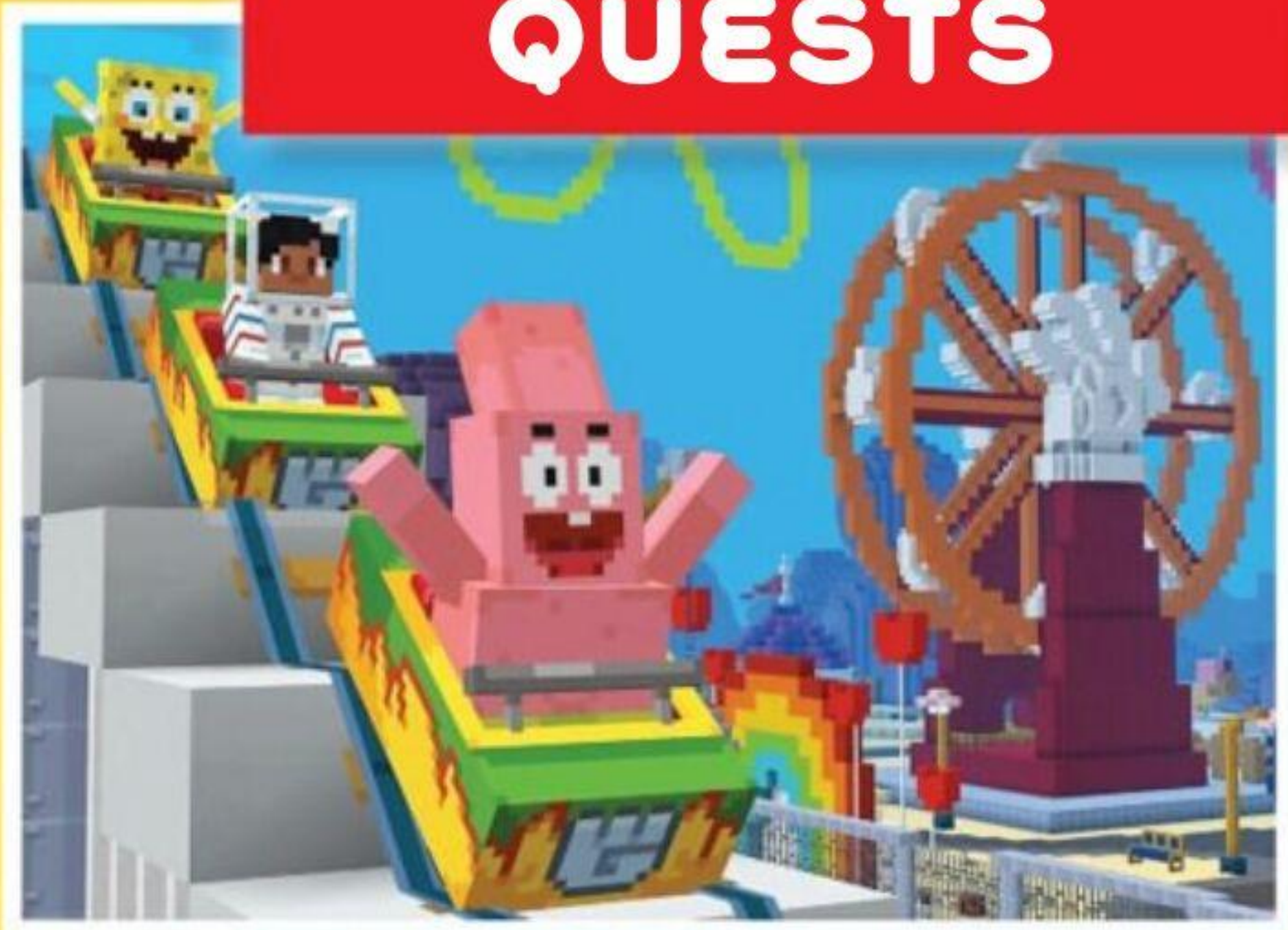
Nickelodeon has just released an official SpongeBob SquarePants DLC for Minecraft, recreating the bottom of the sea like never before. On this gigantic map, we will recognize some of the most iconic locations from the series, such as Jellyfish Fields, SpongeBob's own home, the Pineapple House or the Reef Cinema. Despite the adventure format, the player will be rewarded

for exploring this underwater marvel, as there will be hidden collectibles all over the place. Also amazing is the skin roster, one of the biggest ever inside crossovers. Be prepared to play with 40 different characters or variants from the animation series. This very cool map developed by Spark Universe is available on all Minecraft versions in the Marketplace for 1,340 Minecoins.

SPONGEBOB SQUAREPANTS SKIN LIST



SIX EPIC QUESTS



Beyond exploration, this DLC offers six big quests, where the player will have platforms to surpass, puzzles to solve and even a small combat scenario in a minigame format to overcome. Every new area will be recognizable by the fans of SpongeBob SquarePants, and it will be full of characters directly replicated from the animation series (obviously all of them will have a blocky look).

BUILDING SKILLS

Yes, your building skills will also be tested, as Patrick will have some problems to solve. There probably will be time to give Patrick's house (that large brown rock with an old TV antenna on the top) a new touch. Better than having to defend the Krusty Krab restaurant from a horde of hungry anchovies.



40
PATRICK-
MAN!



39
PATRICK AS
BARNACLE
BOY



38
SPONGEBOB
AS MERMAID
MAN



37
KUDDLY
KRAB MR.
KRABS



36
KUDDLY
KRAB
SQUIDWARD



35
KUDDLY
KRAB
SPONGEBOB



34
DREAM
GARY



33
ARTIST
SQUIDWARD



32
SLEEPY
TIME
SQUIDWARD



17
PEARL
KRABS



18
LARRY THE
LOBSTER



19
BUBBLE
BASS



20
SPONGEBOB
SQUAREPANTS



21
PURPLE
DRESS
SPONGEBOB



22
SQUILLIAM
FANCYSON



23
PEARL
PROM



24
BUBBLE
BUDDY



25
FRED



26
CHOCOLATE
GUY



27
MARY



28
CYCLOPS



29
OLD MAN
JENKINS JR.



30
SLEEPY
TIME
SPONGEBOB



31
SLEEPY
TIME
PATRICK



MINECRAFT X GODZILLA

The King of the Monsters has awakened and is prepared to destroy urban scenarios while battling other beasts. But to make this whole DLC even more enriching, this experience doesn't just offer a good dose of action with a gigantic monster, here you can choose the Godzilla film you prefer and take part in fights that promise to leave a huge trail of destruction around you

(be prepared to see blocks flying everywhere). Play your way and escape Godzilla's wrath or destroy the city as the blocky beast—it's your choice. Developed by Impress, the name of this new Minecraft crossover is Godzilla and can be found in the Marketplace for 1,510 Minecoins (the new common price for every mash-up) and is available on all Minecraft versions.

GODZILLA'S SKIN LIST



IT ALL STARTS IN THE MOVIES

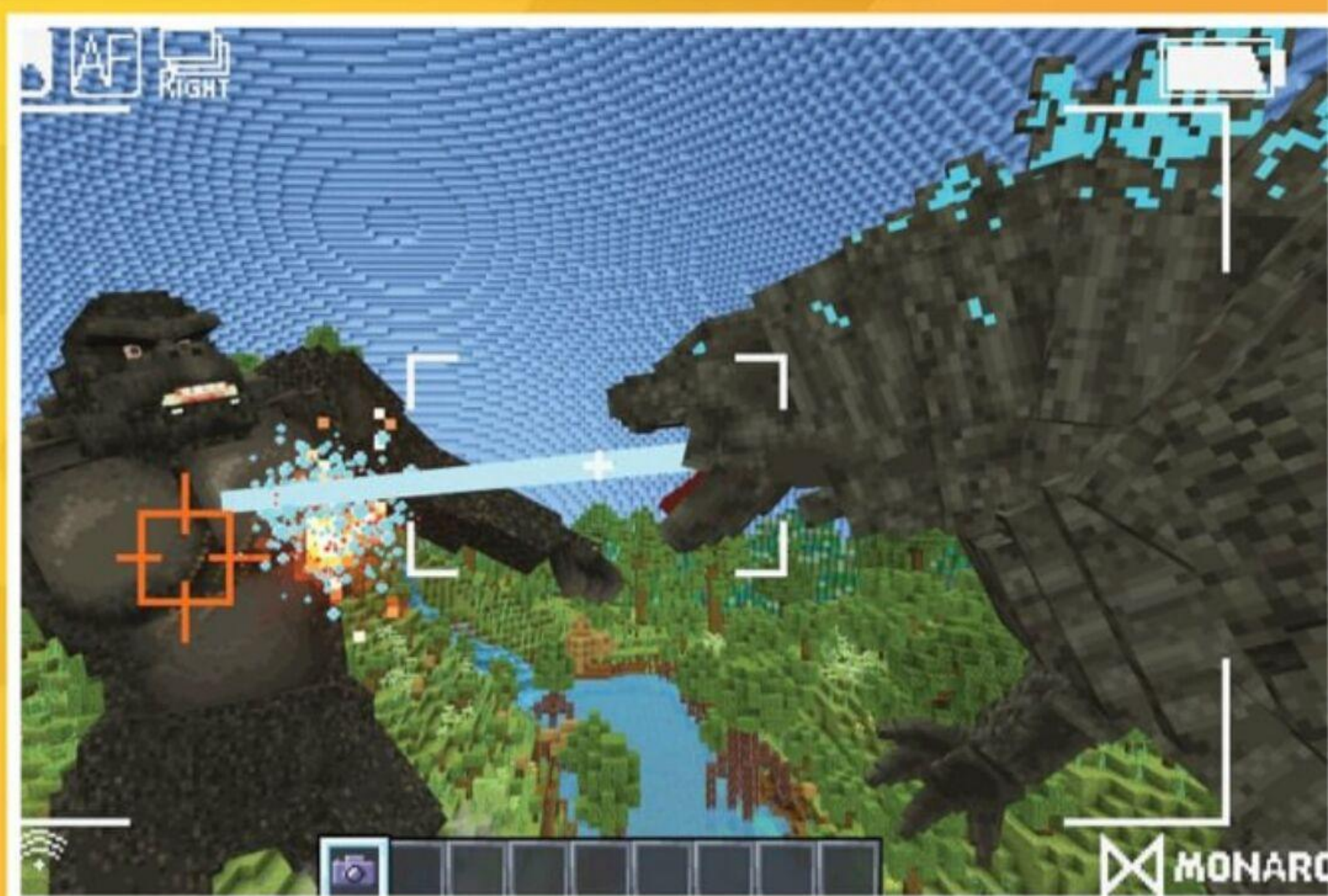


As expected, the Godzilla DLC action starts in a movie theater setting, with iconic memorabilia telling the history of this brand. Four of the most popular movies are being recreated in Minecraft mode. And be prepared—to make this experience even more explosive, expect visits from Kong and Monarch.

MONSTER BATTLES = MULTIPLAYER ACTION

In each scenario, you will have a goal. For instance, in the first map inspired by the movies from the '30s, your only objective is to survive while a wild beast is destroying everything near him.

But no matter the objective, all scenarios are multiplayer ready, meaning that you can explore this Godzilla universe in solo mode or with your best friends.



MASH-UPS



UNIVERSAL STUDIOS EXPERIENCE

After Disney recreated its Walt Disney World a few months ago in Minecraft, it is now Universal's turn to bring all of its experiences to the world of blocks. Legendary attractions and experiences inspired by Universal Destinations & Experiences around the world (from Orlando to Beijing) as well as throughout the theme parks' history, are available here as the player has the role of visitor. With no lines to wait in, this DLC is a virtual theme

park adventure, where exploration challenges and minigames are always coming in your direction, with a couple of exclusive skins available for role-play (the Marty McFly skin is one of our favorite's ever and is available for free, even if you don't buy the DLC). The Universal Studios Experience was developed by Everbloom Games and is available on all versions of Minecraft in the Marketplace for the price of 1,510 Minecoins.

THE ISLANDS



In this virtual theme park, players are going to find eight different islands to explore, including Hollywood, New York, San Francisco, Amity Island, Hill Valley, Lower Lot, Jurassic World and Skull Island. Inside each island there are various attractions based on the most popular movies and series from Universal, such as *Jurassic World* and *Shrek*.

CHARACTER LIST

Contrary to what was expected and also required, given the many other crossover comparisons and the potential of available licenses, the number of skins is very small. The Universal Studios Experience only has five skins, of which only four films/series are represented: *Back to the Future*, *The Mummy*, *Kong* and the animation *Woody Woodpecker*. A big disappointment.



1
DOC BROWN



2
IMHOTEP



3
KONG



4
MARTY MCFLY



5
WOODY

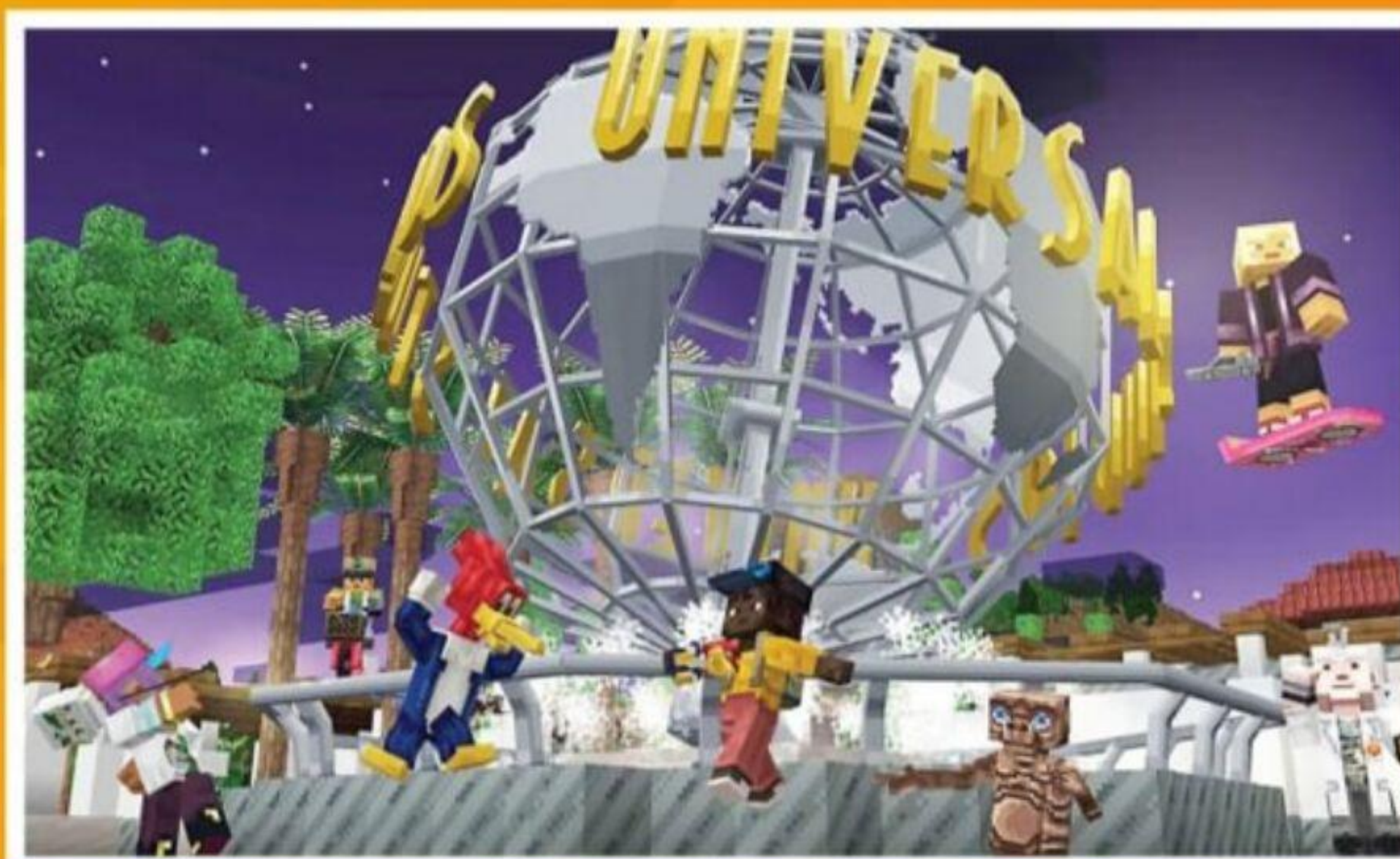
FAMOUS HOSTS

This situation of limited skins is even more incomprehensible given that almost all the major characters appear in the game as hosts. We will be able to find characters such as Shrek, Dracula, Frankenstein's monster, Puss in Boots, King Kong, E.T. the Extra-Terrestrial and even more, all of them off the skin roster, yet scattered throughout the park.



FIND THOSE LETTERS

The ultimate goal in this DLC is to find letters from the Universal logo hidden throughout the park. When the game starts, we are going to notice that some of letters from the Universal globe at the entrance of the park are missing, and we need to explore each island to find them. It's a hide-and-seek adventure, where it is always time for a cool photo.





KEEP EXPLORING

Minecraft and BBC Studios Natural History Unit continue to expand their Planet Earth platform with the release of their third volume. With the voice-over of the incredible Sir David Attenborough, we will travel to distant environments such as the Arctic tundra and the Okavango Delta. The player will testify on a first-person basis the climate problems facing our endangered species in

order to help understand that something must change if we want to have a healthy planet in the future. Planet Earth III is a free map available on the Marketplace for all versions of Minecraft. If you've already downloaded any of the previous versions of BBC Earth, just connect your platform online to update it automatically—and keep exploring our amazing planet.

TRAVEL AROUND THE WORLD



In the third volume, be prepared to explore biomes such as the South African coastline, the grassy African savanna, the Amazon rainforest, Okavango Delta and Arctic tundra.



You will play (in first-person) species such as a Great White Shark, Cape Fur Seal, Arctic Wolf, Musk Ox, Lily-Trotter, Nile Crocodile, Leopard, Impala, Treehopper and the Stingless Bee.



The goal is to alternate perspectives between the various animals presented here, so the player can obtain a deeper understanding of our ecosystems' delicate balance.



SIR DAVID ATTENBOROUGH

Part of the voice from the BBC series *Planet Earth* was used in these maps, which means that for most of our journey we will be joined by Sir David Attenborough, the mythical host of *Wildlife on One*. This detail alone makes the whole experience worth it.



CAPE FUR SEAL- GREAT WHITE SHARK SHOWDOWN

There is a segment in *Planet Earth III* where players will understand the predator-prey relationship between the Cape fur seals and the great white sharks. You'll see how the seals defend themselves, their pups and their territory against the sharks; and on the flip side, see the great white sharks hunt for Cape fur seals and how solitary hunting can be difficult.

EDUCATIVE GOALS

The objective of these free maps made available by Microsoft is completely educational, something that has been done regularly since the COVID-19 confinement period. In these maps, the player will embody a species such as polar bears and face their challenges, like having difficulty moving their cubs to feed due to melting ice. This is the basis for the entire gameplay experience, having the player control a different species that is at risk of extinction due to climate change.



WHAT CAN BE DONE

In most scenarios, there are solutions that humans can use to at least mitigate or resolve the situation that affects the development of the species.



THE MANY FACES OF SURVIVAL

Biomes are recreated in these maps, which means that we will have to control predators and prey and the balance of their ecosystems.

FREE MAPS

MINECRAFT
EDUCATION

GOOD GAME



CELEBRATE SAFER INTERNET DAY

As usual, Microsoft celebrated Safer Internet Day with the launch of a free map for Minecraft users (available on all Bedrock Editions through the Marketplace). This Good Game begins with a group of friends agreeing to create a guide that helps players build a more sustainable online environment for everyone, in an attempt to combat cyberbullying and other common threats

of the digital world. The Good Game comes to you in an adventure format and has the player being confronted with lots of challenges that we can choose to ignore, correct, mute or report a problem. And, just like in real life, everything starts at home with the interaction between the parents (and don't forget to take out the trash, which will help too).



The way that the Good Game starts is quite unusual. The cursor is on our avatar hands and we must send it over the character we want to use to start the adventure.



By emulating real-world gaming situations and their outcomes, students will understand the consequences of their digital actions and how they contribute to the overall online atmosphere.



THE CYBERSAFE COLLECTION

The Good Game is the fourth map to be launched under the CyberSafe umbrella, where Minecraft players embark on a crucial journey through the world of digital safety and cybersecurity, fostering a secure and responsible online presence (the other three experiences are CloudCraft, Home Sweet Hmm and Privacy Prodigy).



CloudCraft was the first map in this collection, where we learn how data center underpins our digital society, and how understanding its role in managing online identities, rights, communication, literacy, security and safety empowers students with the cybersafety skills essential for responsible and protected digital citizens.



Home Sweet Hmm is the most interesting map in this collection, since the goal is to stop and think ... before you react. Learn how to balance responsible screen time, safe social interactions and informed online spending, while proactively safeguarding your digital presence and promoting a safer internet for all.



The game used to recreate an online community is Bloon Pop, and our goal is to create a guide that will help everybody have a more enjoyable online experience.



Players can experience the impact of inclusivity and respect in online interactions, draft a code of conduct and see the benefits of cultivating a supportive and safe online community.

