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Jesse Stay
Thomas Stay



Minecraft[®] Recipes

FOR
DUMMIES[®]
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Portable Edition

by **Jesse Stay and
Thomas Stay**

FOR
DUMMIES[®]
A Wiley Brand

Minecraft® Recipes For Dummies® Portable Edition

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Introduction



If you're reading this book there's a good chance you're one of two people – a parent, wanting to learn more about what your kids are doing in Minecraft, or a teen or pre-teen wanting to have a quick reference to learn every little recipe you can get your hands on within the vast world of Minecraft. This book is for both of you!

Minecraft, or as Jesse calls it, “Virtual LEGOs,” are the building blocks of the new generation. From geology to construction to mining to gardening, and even electricity, programming, and logic, Minecraft will teach you (if you're in the pre-teen crowd), or your children (if you're the parent) all sorts of things as you explore this mystical universe.

Minecraft is all about exploring. The more you explore, the more you discover. It's our hope that as you explore this book, you'll also discover many new things you can try in the incredible world of Minecraft!

About This Book

From Jesse (Thomas's Dad):

When I was 10 years old I took a programming course in the summer that changed my life. I was enamored by the ability to make things on the screen, and watch them perform, as I told them to perform. I started reading articles in the *3-2-1 Contact* magazine I got every month and trying out the programming examples I learned in the back, adapting, learning, and soon creating my own things.

This type of learning has gone away in our current school system and society. We just expect our kids to gain programming knowledge, and there are not many places on computers for them to explore like I had growing up. It wasn't until my kids started to play Minecraft that I started to see this environment of exploration come back into mine, and my kids', life.

When I started building the concepts of this book, I realized how great a family activity the game of Minecraft is. The truth is, my son Thomas and my other sons are really the experts, and I'm here to learn from them, so I approached the book in this same manner. In fact I let Thomas write most of the book — yes, this book was written by a 12 year old just like you, your siblings, or even your children (if you're an adult). Then, I would review his material, make sure you could understand it, and added any missing content I felt you might be interested in. Sometimes even his younger brothers Joseph and JJ, would pitch in a screenshot or a tip.

In this book, we assume you may have a little knowledge of Minecraft (perhaps through *Minecraft For Dummies*), but need a good reference on what you can do in Minecraft, and what types of things you need to gather to advance in the game. This book serves as a reference to help you start building, and once you know how to build, you can then focus on the exploring, the true essence of Minecraft.

This book is a reference. You should be able to pick it up, and sift from chapter to chapter and not even in order, and you'll still be able to learn plenty. There is no need to read each chapter in order (but if you do, that's great too!).

Minecraft is constantly updating. There will likely be new recipes, potions, and other types of creations that get released perhaps even before this goes to print. We did our best to include as many as we can in this book, but there will certainly be more!

From Thomas:

In this book, the knowledge that you get is nothing like anything you've ever seen before. When I started out on Minecraft, I knew a lot about the game, but I didn't know any of the recipes, much less what the blocks could do. I didn't know most of the enchantments, or much about brewing potions. This book takes a player with average or beginner experience, just like a 12-year-old me, and leads that guy or girl to a much higher level in the game. Most people don't know a lot of things in Minecraft when they first get started. This book teaches you how to get there. As you read this, I'll take you along the same journey I did.



To stay up-to-date on updates, be sure to follow the Minecraft Wiki at <http://minecraft.gamepedia.com>. We will also be posting updates on Facebook at <http://facebook.com/minecraftrecipes>, and even our YouTube channel at <http://youtube.com/minecraftrecipesfd>.

Foolish Assumptions

We'd rather not assume anything. But because there are so many of you, we have to assume a few things! These are the things you should probably have available, or be familiar with as you go throughout this book:

- ✓ You have a computer or a mobile device (chances are most of you are playing Minecraft on a mobile device through Minecraft PE)
- ✓ You know basic skills of accessing the Internet.
- ✓ If using the PC version, your computer can download and run Java programs.
- ✓ You have a basic understanding of making your way around Minecraft.

Icons Used in This Book

For your convenience, we've placed icons throughout the margins to help you understand more about the content we're sharing. These are the common icons and how we use them:



If we have a tip to share in addition to the content you're reading, you see this icon.



When we present information you'll want to keep top of mind, this icon appears in the margin next to that information.



This is the stuff you should pay attention to – don't skip it! Something will go wrong if you don't heed the advice here.



Perhaps for the more geeky, or just those that like to learn, this will take you to the next level, and show you how to learn more than what this book was intended for.

Conventions Used in This Book

Throughout the book, you'll see numbered steps, bullet lists, screen shots, as well as little icons signifying different ingredients for recipes. You may also see web addresses in monotype font that look like this:

`http://minecraft.gamepedia.com`

Where to Go from Here

This is only the beginning! Remember: the end game is not necessarily the end! Take the things you learn here and explore. Go check out redstone and explore new ways to build advanced circuitry and logic. Build your own worlds! Build a farm! Make your own mods. Quite literally, the world is at your fingertips in Minecraft!

If you really want to take it to another level, we mentioned in the earlier section, "About This Book," the Minecraft wiki. We also suggest the Facebook Page (<http://facebook.com/minecraftrecipes>) and YouTube channel (<http://youtube.com/minecraftrecipesfd>) where we'll post regular updates of current and new recipe ideas in Minecraft. Come join us (Thomas and sometimes his younger brothers and Jesse) and say hi!

1

Getting Started with Recipes

In This Chapter

- ▶ Finding, stocking, and using your inventory
 - ▶ Crafting items you need for the first day and night
 - ▶ Knowing the difference between shape and shapeless crafting
 - ▶ Crafting some basic tools
-

Minecraft, as its name implies, is about, well, crafting. Minecraft has roughly 180 crafting recipes (and many more in the works), ranging from tools to foods and from household items to magical potions and more. Learning how to craft from essential items to more elaborate redstone recipes helps you survive early in the game and then create a wealthy empire filled with useful and luxury items.

After you create a new world in Minecraft, the first order of business is to survive the first night. A Minecraft day lasts for 20 minutes; you experience 10-minute daytimes and 3 minutes total of sunrise and sunset, during which you can prepare for the 7-minute nights, when dangerous monsters spawn in the darkness.

In this chapter, you find out how the inventory works and how to craft basic items that can help you survive the first Minecraft day. You also see how these items enable you to use increasingly sophisticated materials and craft increasingly complex items.

Devising a Game Plan

After your avatar appears, you need to find a living space with some trees and a suitable (usually flat) area for building.



Always locate trees when starting a game, because you use wooden materials to craft most of the items you need. To survive the first night, craft these elements:

- ✓ Crafting table (also known as a workbench), used for building
- ✓ Storage chest
- ✓ Shelter with a door

You can also craft useful but non-essential items for the first night:

- ✓ Wooden and stone tools
- ✓ Torches
- ✓ Furnace
- ✓ Bed

Later sections in this chapter explain how to craft these items.



When you start creating your own world, you may discover that the sun is setting too fast for you to finish preparing for night. If that's the case, you can press Esc to open the Pause menu and choose Options → Difficulty repeatedly until it reads `Difficulty: Peaceful`. This option makes the world much safer and causes your health to regenerate.

Using the Inventory

Before you start gathering materials and crafting items, you should know how to manage the Inventory screen. The 9 squares at the bottom of the game screen display items you've obtained. For example, if you break a block such as wood or dirt, an item pops out that is automatically picked up, causing it to appear in one of the inventory squares. The row of squares at the bottom of the game screen represents a quarter of the inventory.

To see the entire inventory, as shown in Figure 1-1, press E.

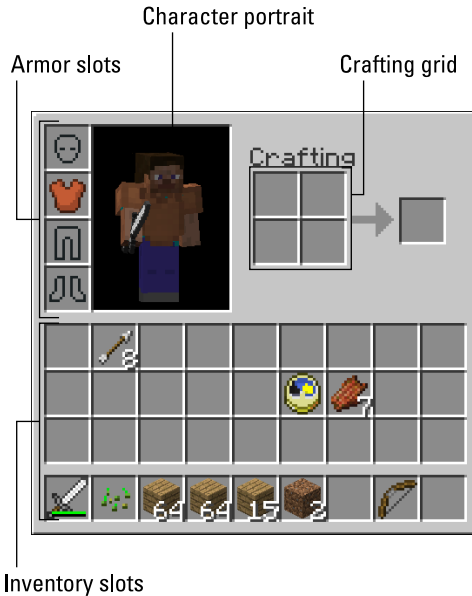


Figure 1-1: The Inventory screen.

You should be familiar with these four components of the inventory:

- ✓ **Inventory slots:** The 4 rows of squares at the bottom of the screen, where you see your items. You select the items in the bottom row outside the Inventory screen with the 1–9 keys on the keyboard.
- ✓ **Crafting grid:** A 2-by-2 square, followed by an arrow pointing toward another square to the right. When you want to craft basic items, such as torches or mushroom stew, place the ingredients on the grid to make the result appear on the other side of the arrow. After you create a crafting table, the crafting grid expands to a 3-by-3 grid.
- ✓ **Character portrait:** A small screen showing what your character looks like now. This portrait can change when your character sits or sleeps, wears armor, gets hit by arrows, drinks invisibility potions, catches fire, and more.

- ✔ **Armor slots:** The four squares in the upper left corner, representing a helmet, a suit, leggings, and boots. When you obtain armor later in the game, you can place it in these slots; Shift-clicking a piece of armor automatically equips it in the corresponding slot. See Chapter 3 for more information about armor.

Crafting in other platforms

Crafting is quite limited and extremely simplified in the Pocket Edition (PE) version of Minecraft. The Inventory screen groups items into these categories:

- ✔ Blocks
- ✔ Tools
- ✔ Food and armor
- ✔ Decorative Items

To craft, you gather the ingredients you need in order to create the item. Then you simply click on the item you want to create and the items are deducted from the inventory (assuming that you have the correct

ingredients). Only a few items are craftable in the PE version and there's no crafting in Creative mode. The inventory display in the Pocket Edition looks like the one shown in the sidebar figure.

Console versions, such as Xbox 360 and PS4, blend the PC (desktop) and PE inventory and crafting processes using a grid format (like PC) but doesn't require that the ingredients be placed in any specific order.

The PE crafting system is called MATTIS, which stands for Minecraft Advanced Touch Technology Interface System.





Because most items are *stackable*, several similar items such as wooden planks or steak can share the same inventory slot; an item may have a white number next to it in the inventory, indicating how many you have. Most stackable items cannot exceed a stack of 64 items — you can fit as many as 64 items into one space. Tools, weapons, and armor do not stack, and some items, such as ender pearls or snowballs, cannot exceed a stack of 16 items.

Manipulating the Inventory

While viewing the full inventory, you can use these basic commands for manipulating items in the inventory:

- ✓ **Pick up the items in an inventory square.** Click a square in the inventory to pick up the items there.
- ✓ **Pick up half of the items in an inventory square.** Right-click a square in the inventory to pick up half (rounded up) of the items there.
- ✓ **Place all items you're holding.** While holding an item or a stack of items, click an empty square to place the item(s) there.
- ✓ **Place a single item that you're holding.** While holding a stack of items, right-click an empty square to place *one* item there. The rest remain on the cursor. Right-click several times to place several items.

In addition, while holding an item, you can click outside the Inventory screen to drop the item on the ground. While outside the Inventory screen, you can press the 1–9 keys to select an item from the bottom row of the inventory and then press Q to drop it. If you press the Q key with a stack of items, only one item is thrown.



If you're just starting out with Minecraft, break nearby blocks (as described in the section “Harvesting trees with your fists,” later in this chapter) and move them around in the inventory to become familiar with the way the inventory works.

Setting Up for Your First Night

Before nightfall on your first night, you need to complete a few tasks. Start with the essentials, which we discuss in detail in this section:

- ✓ **Harvest trees.** Then you can craft wooden planks.
- ✓ **Build a crafting table.** It starts off your production of useful items.
- ✓ **Build a chest.** Storing items in the chest keeps your items from being lost.
- ✓ **Construct a shelter and a door.** The shelter keeps you safe from being attacked.

Harvesting trees with your fists

Start the crafting process by chopping down nearby trees. Everything you need in order to build your shelter requires some form of wood, and the most efficient way to get it is to harvest trees. Look for a place with a good number of trees. (If you're too far away from any plants, you may want to create a new world.)

To start, chop down a couple of trees, which are made of wood blocks and leaf blocks. To break a block from the tree, follow these steps:

1. **Walk up to a tree.**
2. **Using the mouse, position the crosshair over a block in the tree.**
3. **Click and hold the left mouse button to start punching the block until it breaks.**
4. **Collect the item that appears.**

The item should come directly to you, but if you're too far away, just walk up to the item to collect it. The resource is added to the inventory at the bottom of the screen.



Ignore the leaves on the tree for now because they decay naturally with nothing supporting them. Destroyed leaf blocks sometimes give sapling items, which you don't need for crafting the essential items covered in this chapter, but are needed for other recipes you'll discover as you progress through the game.

Creating wooden planks



The wooden plank is one of the most useful items in the game and is the essential ingredient in many recipes, including simple items such as a bed, chest, ax, and sword. Wooden planks can also let you build complex items such as tripwire hooks or pistons. Wooden planks are helpful building blocks: Trees are in abundance, so planks are easy to create.

For now, though, follow these steps to use the wood blocks you've gathered by harvesting trees (as described in the earlier section "Harvesting trees with your fists") to produce wooden planks:

1. Press E to display the Inventory screen.
2. Click a square containing wood blocks to pick them up, and then click an empty square in the crafting grid to place them there.

Four wooden planks appear next to the grid, as shown in Figure 1-2.



Figure 1-2: Crafting planks.