

BSG Online Journal

ASK US ANYTHING! [ARCHIVE](#)

Project Sanctuary's Nether Express



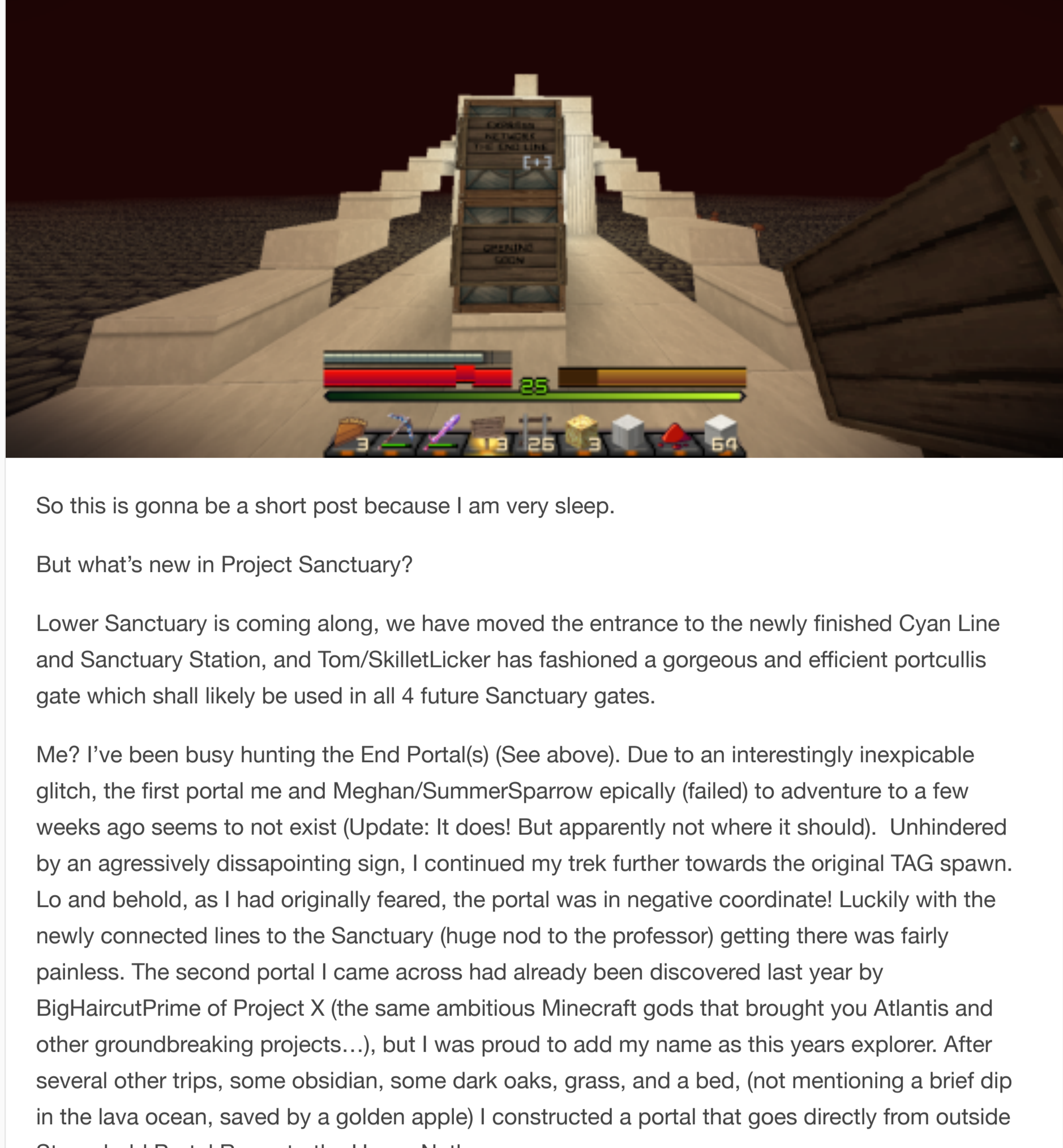
The Map! Everything is nearly finished it was so amazing working with everyone and a lot of fun! Excited for presentations tomorrow. I know I'll probably still be playing for a bit after class. There's always the End round 2 :)...

See you all tomorrow!

-Crazywolf111

1 note

... 



So this is gonna be a short post because I am very sleep.

But what's new in Project Sanctuary?

Lower Sanctuary is coming along, we have moved the entrance to the newly finished Cyan Line and Sanctuary Station, and Tom/SkilletLicker has fashioned a gorgeous and efficient portcullis gate which shall likely be used in all 4 future Sanctuary gates.

Me? I've been busy hunting the End Portal(s) (See above). Due to an interestingly inexplicable glitch, the first portal me and Meghan/SummerSparrow epically (failed) to adventure to a few weeks ago seems to not exist (Update: It does! But apparently not where it should). Unhindered by an aggressively disappointing sign, I continued my trek further towards the original TAG spawn. Lo and behold, as I had originally feared, the portal was in negative coordinate! Luckily with the newly connected lines to the Sanctuary (huge nod to the professor) getting there was fairly painless. The second portal I came across had already been discovered last year by BigHaircutPrime of Project X (the same ambitious Minecraft gods that brought you Atlantis and other groundbreaking projects...), but I was proud to add my name as this years explorer. After several other trips, some obsidian, some dark oaks, grass, and a bed, (not mentioning a brief dip in the lava ocean, saved by a golden apple) I constructed a portal that goes directly from outside Stronghold Portal Room to the Upper Nether.

Bringing me to the first photo, the concept for the first line of the Express Network, no more pesky ghosts or lava, and very few Pigmen, which shall spawn vast reaches of the map, and hopefully connect interested group's projects.

Exciting things are coming...

Kieron/Crazywolf111

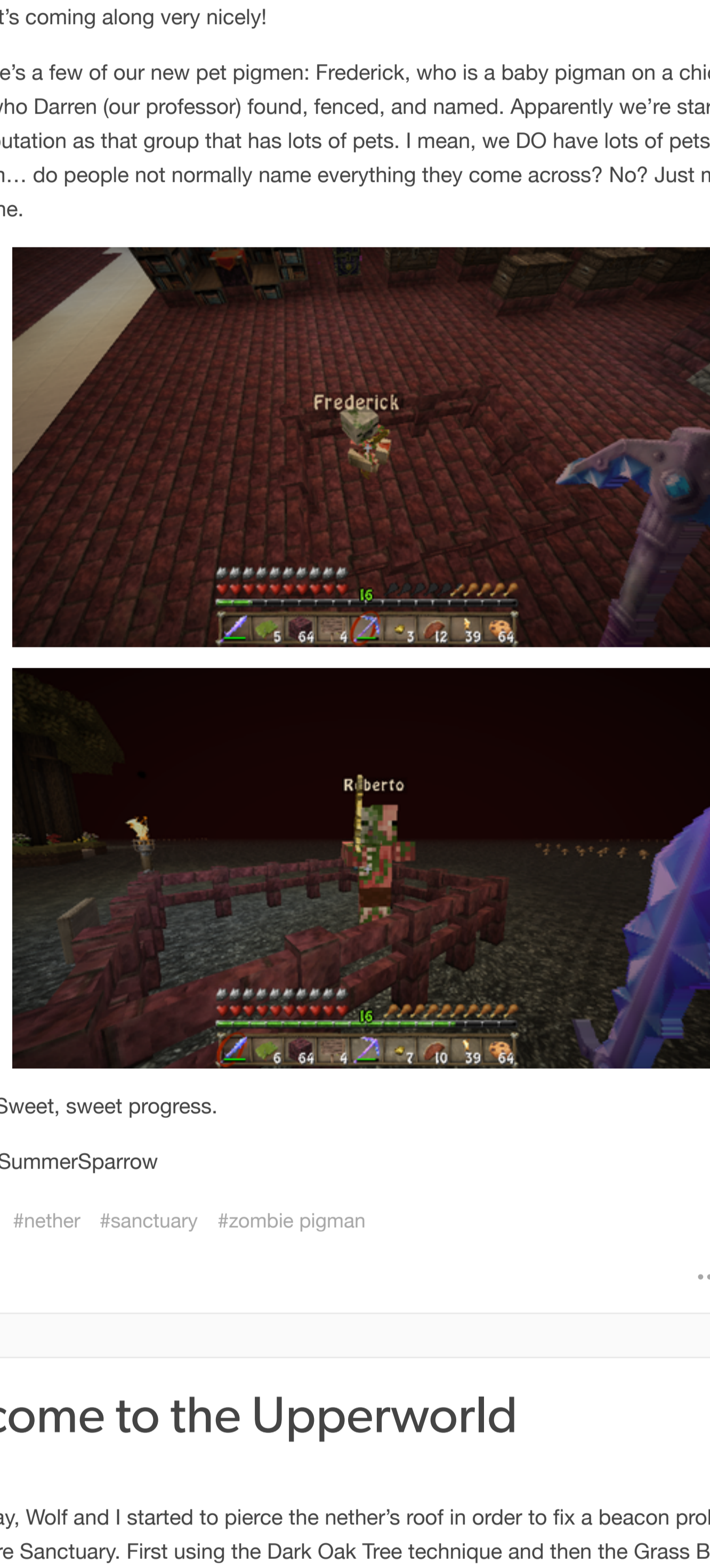
#minecraft

1 note

... 

A Safe(r) Nether

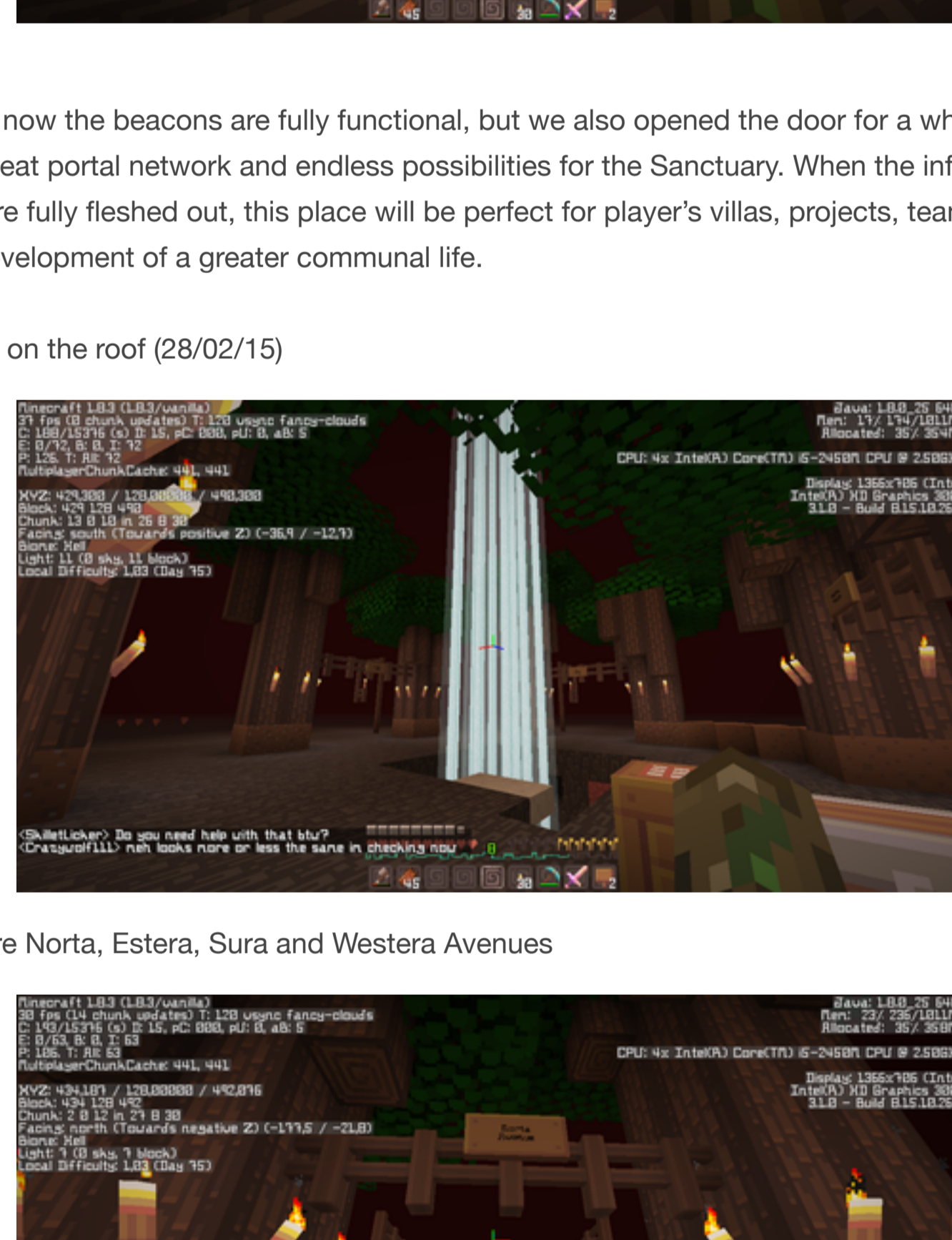
This is obviously still a work in progress, but I feel it's as important to document the process as it is the final project, so here we are. What we've been working on, as Tom/SkilletLicker said in the previous post, is a sanctuary in the nether. This is a long (seriously, SO long) process, but we're well on our way. We decided on using nether brick for our floor, mostly for aesthetic purposes. After making a floor made entirely out of nether brick, we started to notice that ghosts and blazes and other nasty things just kept repeatedly spawning near us. Maybe it's because we're near a nether fortress, or just because we used nether bricks. But blazes definitely weren't contributing to our safe space, so we decided to slab the floor so that they couldn't spawn. I hate slabbing. If I never see another slab again I will be happy. Now, the guys in the group helped slab a bit, but because I'm really good at procrastinating/clicking a button repeatedly and probably less good at actually building things than the other guys, I took on most of the slabbing myself. And I complained a lot about it.



Pictured: me complaining while the guys actually do real work. Somehow, they still put up with me. <3

I came. I slabbed. I conquered. And with that, the slabbing was done, and Tom/Skillet started to work his magic and made the first actual structures in Sanctuary.

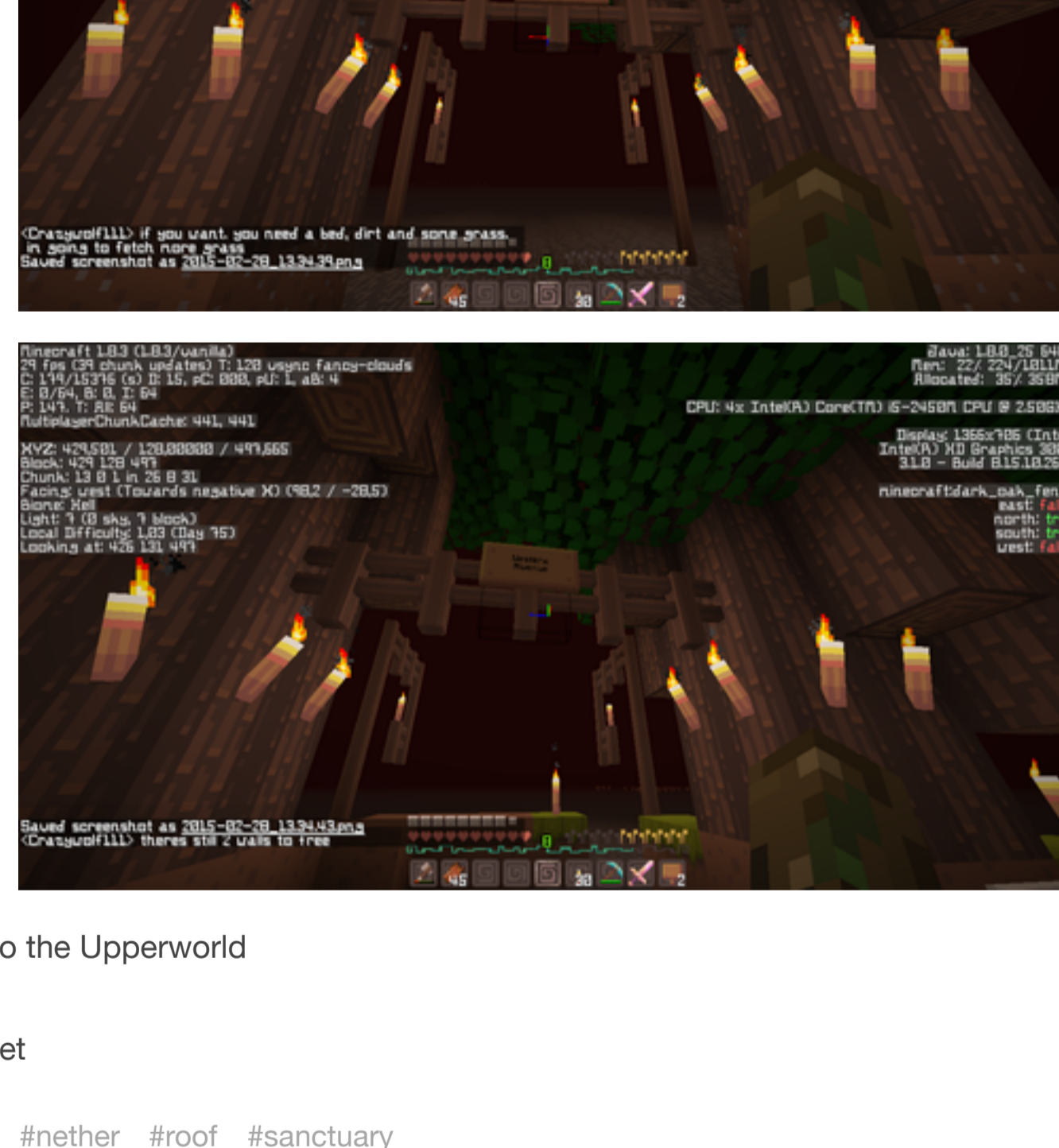
Here's a few photos of what he's done so far, since I am wildly impressed by his skills:



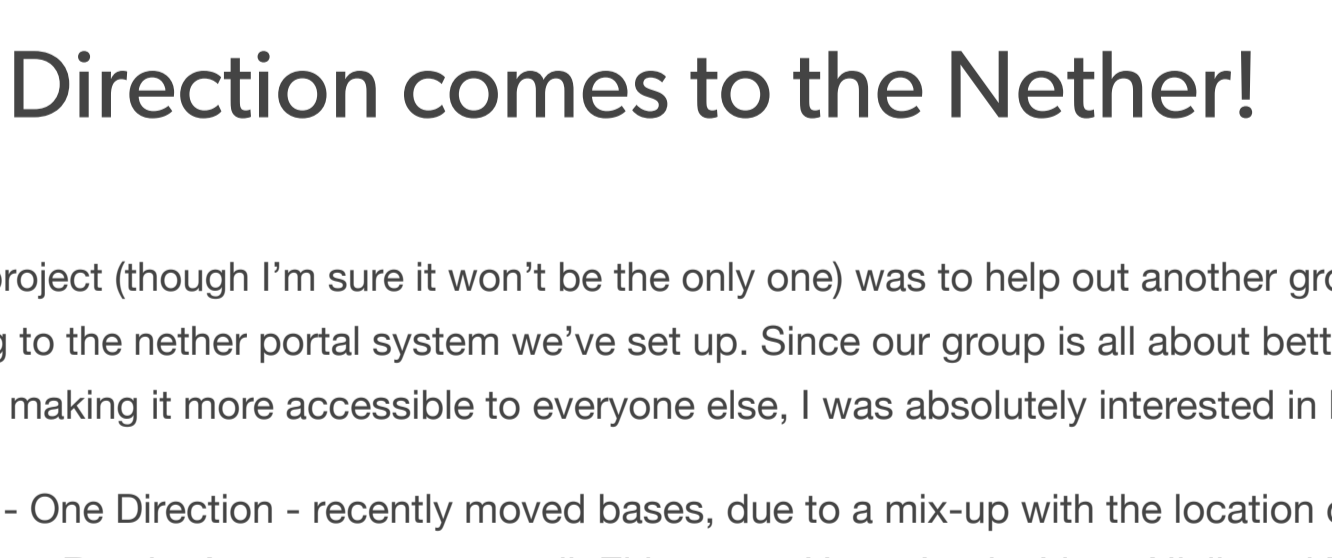
This is a lava fountain. Nothing to see here, really.



A view from the inside of the center area of the sanctuary, featuring beacons that are actually purple and white but my texture pack doesn't do it properly.



A small view of the progress in the garden above the nether, which Tom talked about a bit in his last post. It's coming along very nicely!



Finally, here's a few of our new pet pigmen: Frederick, who is a baby pigman on a chicken, and Roberto, who Darren (our professor) found, fenced, and named. Apparently we're starting to get a bit of a reputation as that group that has lots of pets. I mean, we DO have lots of pets... and we name them... do people not normally name everything they come across? No? Just me and Kieron? Fine.



Progress! Sweet, sweet progress.

- Meghan/SummerSparrow

#minecraft #nether #sanctuary #zombie pigman

1 note

... 

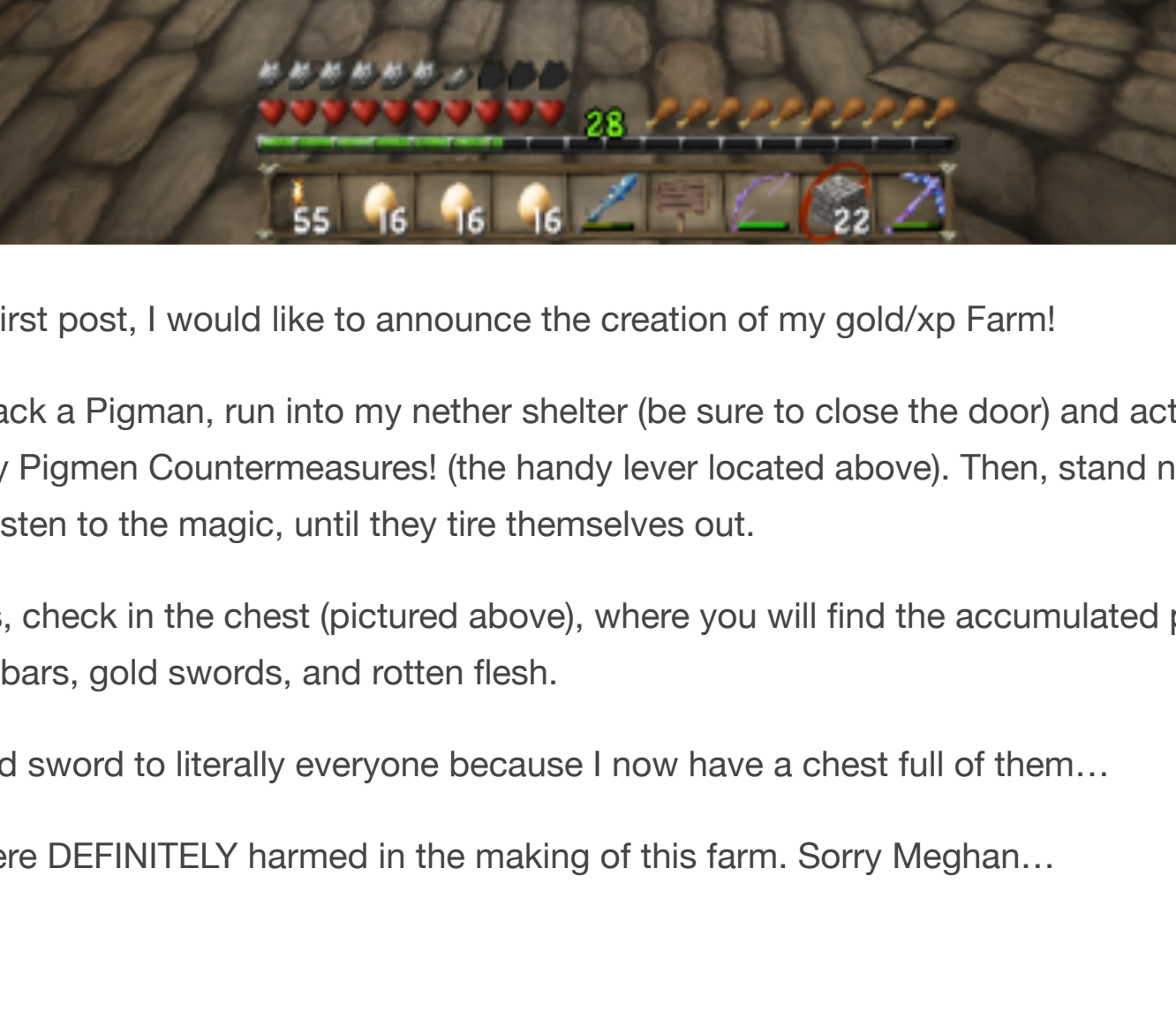
Welcome to the Upperworld

Yesterday, Wolf and I started to pierce the nether's roof in order to fix a beacon problem on top of the future Sanctuary. First using the Dark Oak Tree technique and then the Grass Bed, the hole is now cleared out (google that if interested). Thanks Wolf



Not only now the beacons are fully functional, but we also opened the door for a whole new world, a great portal network and endless possibilities for the Sanctuary. When the infrastructures and axis are fully fleshed out, this place will be perfect for player's villas, projects, team ambassies and the development of a greater communal life.

A glance on the roof (28/02/15)



The future Norta, Estera, and Westera Avenues

Welcome to the Upperworld

- Tom/Skillet

#minecraft #nether #roof #sanctuary

1 note

...

One Direction comes to the Nether!

Tonight's project (though I'm sure it won't be the only one) was to help out another group in connecting to the nether portal system we've set up. Since our group is all about bettering the server and making it more accessible to everyone else, I was absolutely interested in helping that.

The group - One Direction - recently moved bases, due to a mix-up with the location of their previous one. But that's not my story to tell. Either way, Harry, Louis, Liam, Niall, and Zayn - whoops, I mean Bulba, Drackle, Chopin, and co. - needed some help to make their journey between biomes a little more safe and a lot less scary. And who am I to turn down One Direction?!

So to make their trips back and forth a bit less... well, intense, I made them a safe path, a bridge, and paved the way to their base. These guys didn't even have LIGHTS along the path. Two other players were trying to drop off glass at their base to help them, and couldn't find where their place was. No wonder!

I didn't grab any before screenshots, but here's some "after" ones:

Here's a quick view of the bridge. Lots of ghosts in the area, so I added a wall for a bit more protection. They were also working off a one-block-wide bridge, so I expanded it!

They actually happened to dig right into a nether fortress on the way! Just beyond is a blaze spawner. Dangerous!

And here's their portal! For anyone on the server who still can't find it, it's just beyond the jungle portal. Hopefully this'll make their team a bit more connected to the rest of us.

Off to the next project! :)

- Meghan / SummerSparrow

#minecraft #nether #nether portal

2 notes

...

So as my first post, I would like to announce the creation of my gold/xp Farm!

Simply attack a Pigman, run into my nether shelter (be sure to close the door) and activate the Emergency Pigmen Countermeasures! (the handy lever located above). Then, stand nearby the door and listen to the magic, until they tire themselves out.

Afterwards, check in the chest (pictured above), where you will find the accumulated pieces of gold, gold bars, gold swords, and rotten flesh.

Offer a gold sword to literally everyone because I now have a chest full of them...

Pigmen were DEFINITELY harmed in the making of this farm. Sorry Meghan...

-Kieron

2 notes

...