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## # THE NEXT-TO-LAST HURRAH - AN ABORTED MINECRAFT PLAY JOURNAL

### ## 2018 05 30 - NIGHT ONE

The first night in Minecraft is always terrifying. This was no exception. Spawned so close to night that it was dark immediately and all I could do was run. Tiny fast zombies, regular zombies, creepers chasing me through the night. No light sources, nowhere to hide. Of course, they killed me.

Playing FTB Revelation. A huge, resource-intensive modpack from Feed the Beast with some modifications from Nic Watson (things we asked for, like Twilight Forest, Jetpacks, Biomes o Plenty, Infernal Mobs etc.

Running it in the MultiMC launcher on a new computer took a lot of the pain away. MultiMC manages all downloads except the additional mods and has an old-style PC interface; Bart says it feels "close to the code" and he's right, because you can mostly tell what is happening. Much better than the Launcher Joachim uses.

Still, multiple crashes at the outset. Had to crank up memory allocations to insane levels for Java - 10000 GiB max memory use, 5000 GiB minimum - before it would work properly.

Then putting in the extra mods non-intuitive (they don't go in the most visible "Mods" folder but with the other mods for the pack, deeper in the guts of the Revelation install). That took a while to find but it I eventually managed that through MultiMC as well.

In game again I discovered that death leaves a cairn with your

stuff in it and a persistent beacon, which was nice. Didn't learn my lesson, though, and fucked up again on Night 2.

In the meantime, I began farming on the site of my first death. Ironically there was a good-sized thatched hut near a pond, at only a few blocks' distance. Might have saved me from a bad night. Some kind of witch hut with spell books, mortar, pestles and not much else. Added a couple of chests, a crafting table in the floor and 2 ovens.

Breaking grass gave me a lot of new seeds. Found even more near a fencepost - some kind of random garden generation with parsnips, lettuce, onion, winter squash, peanuts. Pam's Harvestcraft?

Three biomes meet here -- a deep chasm, a desert and this fairly standard rolling hill one. [Check names]. Started farming along the edge of the lake and soon had the following:

Regular Minecraft food: potatoes, carrots, wheat, beets.

Modded Minecraft plants: cotton (2 kinds from different mods), corn, lettuce, strawberries, barley, parsnips, winter squash, industrial hemp, canola (the latter 2 for tech mods). Cotton is a sheep substitute; only drops one seed so you have to keep breaking grass for more, but between it and the string I found (spiders?), I started working toward a bed.

Found some scrub oak that dropped real oak trees and started a stewarded forest for wood.

In order to farm in earnest (optimal early game Minecraft farm is 9 x 9 with a square of water in the middle) you need a bucket, though, and that means mining. Began to prepare to mine out the minerals in the side of the crevasse: made a pile of

torches in the oven and stone tools. Called it a night.

## **## 2018 05 31 - NIGHT 2**

Got my bed, which allows for nighttime control. Installed it in the witch hut. Instead of the generic red bed, these are white and can be dyed many colours.

Mining. Cut a series of stairs down to the crevasse floor with torches all the way down. It's only 10-20 blocks wide but quite deep, which is good because it exposes a lot of ores. And there are a ton of them for the different tech mods. No real surprises this close to the surface.

Far end leads down into a cave. Lots of cobwebs and cobblestone so I thought it was a dungeon at first but it just goes very very deep. Followed it to the bottom, managed the water flows and made a mining base at level 11 (optimal for diamond). A double chest, furnace, crafting table, with alcoves for chickens and a 2x2 pool (self-regenerating if you only take 1 bucket of water; essential for lava management).

Now had enough iron ore to return to the hut and make a better pick (necessary for diamond, Redstone etc.). Not processing ore yet as there has to be a way to optimize that process.

Did a little exploring; another thatched hut is not far from the end of the valley with the cave. Picked up a lot of Botania flowers along the way. On the other side in the desert there are weird magic beehives that can't be moved with basic tools, or destroyed without being attacked by the bees.

Made a bucket with my first iron and replanted the wheat, beets, potatoes, carrots, and corn from the edge of the water, now that I can manage farm shape. Made pen and used the few eggs I had

found in the wilderness to start chickens. They breed at an alarming rate. Growing a random patch along the waters' edge of cotton, peanuts, canola, strawberries, lettuce, parsnips, winter squash etc.

there are llamas near the second witch hut. But also multiple witches and other preposterous shit that attacked all at once. I ran (no armor at this point).

Made a chisel for cheap, non-generic looking blocks (1 iron, 1 stick). Started a lodge/HQ type thing on the edge of the valley -- a big platform with room for a Twilight Forest portal in the middle. Made the bottom of the TF portal of glass so I could see through it from below (which would prove to be a massive mistake). Then back to the mine in search of diamonds to open the portal.

In the meantime, discovered the Thermal Foundation hammer via reading (small bits of external mod research on the fly, mostly through the FTB wiki, is essential in modded Minecraft; I work with stuff just shows up in this process, mostly according to some small project). There are also plenty of "Getting Started" guides. I tend to avoid the YouTube ones, though, as I play with the sound low, in a small window, rather than fullscreen. The TF hammer is 5 iron and 1 stick and cuts a 3x3 hole in rock; leaves all blocks that require a shovel or a diamond pick. Neat.

Started a 3x3 horizontal shaft at level 11 with torches every 7 blocks. Found Dilithium which must be important for Advanced Rocketry. It breaks without a diamond pick; wasted 2 blocks that way and became worried. Diamond is more pressing now.

Eventually found a vein of 8 diamonds. Made a pick and went up to open TF portal. Tossed it in, removed flowers from the edge and jumped after it. Big mistake.

TF has a fancy new transition screen. The gen for the TF took so long I timed out twice. (Lots of entities.) When I finally arrived, I was on fire, and I died.

Respawning in TF is always worse the first time than first-night Minecraft, because spawn is somewhere behind you, a place you ran from in terror while being chased by mobs. This was no exception but the death beacon works here, but is blue (this is a great mod; find out what it is).

TF portal did not link back to my start but to a random location in the desert, hundreds of blocks from my own deeply dangerous pool. I tried it twice more and died in flames each time. Think it created 2 different pools, one in the regular desert and one in the terracotta desert on the other side of the oak farm. Lost a shit ton of stuff including a diamond pick and some magic and instruction books I spawned with (uh oh, though haven't missed them yet ...). Could not get back to my death cache because of TF mobs.

Hypothesized that the glass in the bottom of the TF pond was the issue (looked great from below though - now working on subfloor 1 of the HQ, to house work space and chests - back wall is glass overlooking the crevasse space) - reads as a void block on the other side somehow and created a TP error with me half in the ground or what? Anyway. Filled in the pond, replaced the flowers and used another diamond. No flames but the return trip still takes me to the desert pond instead of the origin one ... right beside a beehive, which killed me when I tried to seal it in. Had to hike back from my bed to get my stuff, or what was left of it after the TF debacle.

Food is now at a massive surplus and I have automated none of the production yet in any way. Surviving on beets even though

they are inefficient because I have so many. Used the wheat to breed chickens, along with breaking their eggs, and now have far too many - chests full of them. Much as I hate the Spice of Life mod, without it, there's no incentive for anything other than mono-food production (optimally, automated cooked chickens).

Still no one else here, which is oddly spurring me on to work even harder before they arrive. Called it a night.

### **## 2018 06 01 - NIGHT 3**

Today I will build a smelter. Tinker's Construct is mostly a tool-making mod (repairable, efficient hand tools), but its smelter is a very cheap, low-level ore-doubling mechanism -- and it makes excellent-looking liquid metals. Ratio seems to be every 4.5 blocks are doubled, so 9 chunks of ore results in 2 pure metal blocks (18 ingots). Oven is currently lava-powered. One end of the current mining tunnel ends in a lava lake (with obsidian) so this solves the first problem, but it's too far to walk. This means one thing: a Nether portal for lava access.

Obsidian mining is always dangerous because there is usually lava underneath. Need to cut down a layer so you stand on the second level of obsidian and mine what's in front of you without falling in, which usually gets you the block. Have a bucket of water handy to make more obsidian (flowing water above the lava makes obsidian, and it can be retrieved from the surface you clicked on; pouring it straight on makes cobble). Cut a dozen blocks for a portal and made a flint and steel, then realized a Nether portal takes 14 minimum. Needed to make a return trip.

Built a glass bridge across the chasm (keeps mobs off) from one HQ door to the cliff on the other side and made a Nether portal. Activated with flint and steel, then into the Nether to build a shelter around it. Fortunately no mobs. Lots of blue flames

(cobalt?) and various other things like roots, which breaks up the monotony. Considerably. We are up high in the Nether, which is also good (memo to self: check for Nether roof exploits in this pack).

Nether shelter has glass floor (no mob spawning, then slit windows. Will add storage soon and transport hub options eventually. (Still annoyed at TF pool non-correspondence). Exploring for fortresses etc. will have to wait.

Other end of mining tunnel hits a cave and mobs spill in, so I have to use a lot of iron to make armor. Hit a patch of oil sand too, which at this stage is just inconvenient as it leaks all over the place. No idea how to process it yet.

Exploring on surface reveals a village with good loot, though much of the Engineering stuff (lasers!) is too fragile to move and breaks when you hit it. Got some chests, crates etc. Need to come back to lure pigs and cattle to farm; I need leather to advance now.

Found a giant meteorite of Sky Stone in the desert. It has no real use but it looks nice so I grabbed it all -- several stacks' worth. A chest at the centre contains one of 4 Applied Energistics templates of some sort. Put it away for later with various other AE materials -- the mod allows for full automation of pretty much everything.

Made a bunch of JABBA barrels for storage on level 2 and like them better than the ones Joachim used. Need to try moving them around. Can't figure out how to get a stack of material out at a time. Individual clicks release one block but I should be able to get a stack with something like control-click. Is this a Mac issue?

Lighting will be a problem. The lanterns I like aren't in this mod. There is a flat panel light but it's beyond me right now. Would like to avoid Wraith farming in TF again if I can help it.

Then back to Tinker's Construct. The Crafting Table is nice; like the Thaumcraft one, it holds materials in place and shows you miniatures of them on the tabletop. The other tables in TC are for making stencils, turning them into patterns for the Smelter and then assembling tools from the parts.

The Smelter itself was easy. Built a third level down for the machine room; almost at the crevasse floor. Internal stairs will eventually replace the external ones for main access. Only hard part was gathering clay for grout (sand, gravel clay in equal parts). Spent an uncomfortable night in a deep river valley on the other side of the terracotta desert harvesting clay. I need night vision as there is no dynamic lighting in this world (Nic says I can add it as it's client side but it causes stuttering apparently).

Grout in a standard over makes seared bricks, which are assembled into Seared Brick blocks, plus the various controllers, tanks and molds. I made the sides of Seared Glass so you can see the blocks inside. Blocks go into the GUI (9 slots per level; our Smelter is currently 4 blocks tall, which seems more than enough, in that Minecraft way). Lava goes in a tank and one the metal is molten you right click the faucet to let it out. Simplest application is into a basin which makes blocks, or a table that makes tool parts. Apparently this can also generate obsidian etc., need to look into that.

The different alloys Tinkers' Construct adds are:

Aluminum Brass - 3 Aluminum and 1 Copper; makes 4 ingots

Alumite - 1 Obsidian, 2 Iron and 5 Aluminum; makes 3 ingots

Bronze - 3 Copper to 1 Tin, makes 4 ingots  
Manyullyn - 1 Cobalt and 1 Ardite; makes 2 ingots  
Pig Iron - 80mb Blood, 640mb Emerald and 144mb Iron; makes 2 ingots. "Blood" is obtained by putting mobs or players down in your Smeltery while there is a molten substance in it. With players, it damages 2.5 hearts at a time and yields 5 mB of Blood. It is used in making Pig Iron and Coagulated Blood. Rotten Flesh can also be melted down in Smelteries for 5 mB of Blood. Bleeding requires some molten material to hurt the subject.

(All these values assume the use of ores in the smeltery)

Electrum - 1 gold ingot, 1 silver ingot; makes 1 ingot  
Invar - 2 iron ingots, 1 nickel ingot; makes 3 ingots

Anyway. Lugged the ores over and put them into two crates looted from the village beside the Smelter. Manually melted a whole ton of copper. Need to automate this, attach pipes etc. ... and find either a way to get lava here from the Nether (Tesseract?) or find another fuel source (maybe biofuel from hemp or canola, but I need to climb another tech tree to try that).

Note: there is a plant called an Ender Lily that generates Ender Pearls! 8% drop in dungeon chests or you have to go to the End to get it. Will need Ender Pearls for most of the high tech stuff so finding one of these things is imperative. I have seen 2 Endermen in the desert but none of the terrifying ones in the mob pack we used to use (has not been updated for this version of Minecraft, sadly).

## **## 2018 06 02 - DAY 4**

Short session to accomplish one thing: finding some cattle. Leather is an essential component of many recipes; no plant-

based substitute AFAIK.

Took some wheat and headed across the desert to the village; many animals wandering around (cattle, pigs, sheep). Used wheat to lure a cow back to a new pen. Second trip for a second cow to breed also produced a few sheep, so made a second pen for them.

Some interesting things about leading animals across the desert: they don't like bees and will stop moving around beehives; often took substantial detouring to amend. Before I make a road to the village I need to move the hives (which requires a smoker -- another thing that needs leather) and a TC Excavator, to move sand, dirt etc. in a 3x3 chunk.

Weirdly, though, the animals will walk right into cacti and hurt themselves repeatedly.

Next up: Thermal Expansion steel, using (I think) an Induction Smelter.

<https://www.youtube.com/watch?v=B7-8efnnx3g>

Seems like a better option than a Blast Furnace, which requires a lot of mucking around in the Nether. In Minecraft, science is never far from magic.

## **## 2018 06 03 - DAY 5**

Mostly sorting today. Sorting is a major part of Minecraft player practice, whether manual or automated. (cf. Philip K. Dick on Kipple in *\_Do Androids Dream of Electric Sheep?\_*) The YABBA barrels are cheap and easily moved (breaking them with an axe drops only one item, presumably from the label; otherwise the contents remain in the barrel). Did a bit more mining and found 8 more diamonds and a lot more iron. Time to make some

Tinker's Construct repairable tools (steel with diamond tip) to cut down on resource consumption until I can make a drill.

So I need to make steel. The cheap way to do this is through Thermal Expansion: Steam Dynamo > Energy Cell > Leadstone fluxduct > Pulverizer and Induction Smelter.

The normally difficult alloys necessary for this process (Electrum and Invar) can be made effortlessly through the TC Smeltery (see above for alloy recipes) and the rest is just typical fussy Minecraft assembly (the Forestry Tin Gear is one of the worst examples of this kind of grinding: first you make a wooden gear, which serves as the centre of a Stone Gear, which serves as the centre of a Tin Gear, which serves as the centre of a Machine Frame (with iron ingots in the corners and glass on the edges). What this entails is quickly finding another source of energy than the Steam Dynamo, which takes a LOT of coal and water to charge.

Also discovered that the ores for nuclear reactors etc. do not smelt, so no cheap doubling for the rare and expensive ones.

## **## 2018 06 04 - DAY 6**

Made steel. Followed this video "FTB Revelation on FTB One #2 - Thermal Expansion Steel (Modded Minecraft 1.12.2)":

<https://www.youtube.com/watch?v=B7-8efnnx3g>

Made the dynamo, the cell (which takes a very long time to charge using steam and coal), then the Pulverizer; a Furnace (which I haven't used yet though we had a ton of these in Lambda on the first modded server; I can make a bank of them after I have a better power source); and the Induction Smelter. 4 coal or charcoal dust (one per piece of coal) plus one iron dust (one ingot) (all made in the Pulverizer) in the Induction Smelter

equals one ingot of steel. I can now use the steel to make half-decent repairable tools in Tinker's Construct with the Smeltery.

Made 10 Steel ingots, then had to go to work.

Nickel and Lead ores could be bottlenecks in further development. Both are common machine components and I don't have a lot of either. But I now need better energy storage and a better energy source. Thinking of either IE Windmill or the Compact Solars mod for renewable energy that I no longer have to worry about. Started to accumulate hemp for the Windmill blades already.

#### **## 2018 06 05 - DAY 7**

Made a set of Long Fall Boots from the Portal mod - one of the best deals in the game. If I am going to build a windmill without a jetpack, this is necessary. Though there may be other options: cheap solar from NuclearCraft (5 RF/t - 10 would equal a windmill on maximum power) or the Compact Solars mod. Need to research this.

In the meantime, proceeding with the Windmill plan. Doubled my Industrial hemp field, built an Engineer's Bench, a Coke Oven to make Creosote for Treated Wood (windmill sail components) and a large tank for storing the Creosote. Barely fits in my machine room so started a third sub-basement. Getting Creosote out of the big tank with a bucket is a simple right-click, though it can be pumped out for other purposes.

Need to investigate other means of ore doubling to see if they can be combined with the Smeltery for greater options. If a pulverized or crushed or of some sort will smelt, that could quadruple output.

Energetic Infuser for jet pack, attached to Basic Energy Cell. Built windmill (they have changed the mechanic - now height doesn't matter and you can add sails to the vanes in-game to make it faster). Connected via a string of LV Capacitors (which guarantee no power loss and act as a buffer for the Energy Cell), wire and connectors to the Energy Cell. Even with the Energetic Infuser going full blast this setup keeps the energy cell at full capacity. Good enough for now; Bart has a nuke already though (keeping up with the Joneses will be a thing).

Looking for a rubber tree. Rubber's necessary for the wires to make Electronic Circuits for solar panels and for the Magma Crucible to produce high-energy liquids.

Found a Nether Fortress not far Northwest from the Nether Room I built. Attacked by a Ghast and some Blazes (means a Blaze Spawner; time for a reprise of my Blaze Grinder) on the way, and there are suddenly Zombie Pigmen everywhere ... zero pop Nether to crowded neighbourhood on my third trip. In the Southeast there is also a Ghostwood tree; need to grab some wood to make an Obelisk, which resets spawn to its location on a right click.

Found Bart and Gina's places, which are close together, due North of me. Lots of oddities up there including some floating blue-0green slime islands in the sky. On the way, found a meteor Bart had partially excavated but he left the plates in the chest alone. I now have 2/4 necessary for Applied Energistics (2 are dupes). Gina is building a tower for Astral Sorcery. Both like the pink trees. My Minecraft aesthetic has always been modernist to the point of Brutalism. Time to actually build some experimental architecture.

Still need to figure out where to put my bed. Third subfloor will be more machinery.

## **## 2018 06 06 - DAY 8**

Lots of exploring for Rubber Trees to no avail, though I did see a pirate ship on the open ocean due West of my base. Need weapons to confront.

With Nic's assistance, found 2 Rubber Trees and broke all the leaves to gather 2 saplings. Managed to turn this into a large rubber plantation so now my rubber needs are moot. Need to build the correct machine to process them though; it's the difference between a yield of 1:1 and 1:3. Machine uses EU only; incompatible with the Windmill power. This means I also need a Batt Box, wires, and something to connect it to -- Compact Solars. Lots of building but all manageable with the rubber from the trees.

Found a nether fortress just west of the Nether safe room. Will build a covered walkway to it tomorrow.

## **## 2018 06 07 - DAY 9**

Built a pathway through the Nether from the portal to the nearest Nether Fortress. A Ghast noticed the activity and lobbed a fireball at me so I had to slow down but it was otherwise quiet. Starting to notice different Nether biomes now from the walkway windows that are worth exploring.

Another discovery: 9 Piles of Ashes equals one Coal. Ash blocks are ridiculously easy to gather with a shovel as a matter of course, so no more mining for Coal, ever. Made an Excavator in TC to capitalize on this.

Super Skeleton broke my Nether portal and temporarily blinded me. Had to relight it with a flint and steel.

Quartz blocks, Ardite ore and Cobalt ore all appeared in the

tunnel along the way. Breaking both requires an Obsidian pick.

So, made a Tinker's Construct steel pick (had to make the cast first) in the Smeltery and then tipped with Diamond on the Tool Forge, then went back to the mine for Obsidian. Made an Obsidian pick head and tested it; works fine on both minerals. Got greedy and died in a lava fire but was fortunately close to the base, so recovered everything. I had been using the jetpack, which left the grave in midair. Again, it was fortunately low enough for me to break unassisted.

Spice of Life is now active so made a lunchbox. Energy gets used quickly; may need Nic to tweak this. Still, it gives some purpose to the farming. Need to get back to that and automate.

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Then this from Nic Watson:

The new FTB Revelation pack is still for 1.12.2, but it's a major version update that has removed some mods and they are recommending a world reset. (I could save and paste in people's homes/inventories in MCEdit if necessary.) They also added a bunch of new mods.

I invite you to review the changelog so we can come to a decision about whether we want to update the whole pack, or just update some mods piecemeal.  
<https://www.feed-the-beast.com/projects/ftb-revelation/files/2570159>

Perhaps the most notable removals are Advanced Rocketry and NuclearCraft. The changelog provides a rationale for each removal, which is interesting. AR was removed for creative reasons (they think it "fits" better in Continuum).

NuclearCraft was axed for performance reasons. They also axed AE2 Stuff (crystal growth chamber, advanced inscriber, pattern encoder) for "large bugs".

Thaumcraft, TwilightForest, and Simply Jetpacks 2 are included in the new pack. Blood Magic brings in yet another magic progression (I think Germinal had that one?) and EnderIO is interesting.

This resulted in a long and somewhat frenzied email thread, and by the time we were done, we decided to shut down the world and begin from scratch with a new instance. We are leaving Thaumcraft out and including a revised list of the extra mods we were using, minus the ones that are now included and with a couple more that came up along the way.

I took a bunch of screen grabs, then Bart bombed my house, leaving impressive craters. Curtain.