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Gulliver mod 1.7 10

Author: UncleMion | December 25, 2017 | 448,986 views Gulliver Mod 1.6.4 adds in a couple of potions, commands, ext that allow the player to change their or other things of size in Minecraft. This mod allows you to reduce to the size of a mouse or grow to be a giant. It is named after the book Gulliver's Travels, although much of the inspiration comes from The Borrowers, Alice in Wonderland and other size-related stories. Have you ever read the famous works of Gulliver's Travels, where they both shrink to the size of an insect, just a few inches away and grow into this monolith of a man, a huge and imposing giant of the scraping sky? This is a famous story and has been replicated many times, including the favorite army of cult of darkness and really uses some great ideas of the simple idea of growing and shrinking! If you think the idea, transforming a human is a great idea, then you should probably really take a look at this mod for Minecraft right now! You can transform yourself and even mobs, creating a very different feeling to fighting deadly mobs, making them stronger when much bigger! You can also use slime and paper to fly and scale walls, making even more awesome features to get around the new perspective of the world. Features: From the outside, it looks like Minecraft simple vanilla. There are no new blocks, elements, entities or biomes, only two potion effects. But with Gulliver installed, you now have the ability to change your own size or peat and NPC sizes. The world works differently when you and the mobs change size. See what happens. Screenshots: How to use: Home tips for small players: Watch your step. Hold down Shift or sprint to jump 1 block high. Some apples are scalable. Hold sliding paper, Slime Ball to climb, or Lily Pad by raft. Hold an object for greater range, attack power, and digging speed. Hold something sharp (such as a stick or sword) to open chests or doors. Try the fishing rod grip hook. Watch out for cats and spiders. Start tips for huge players: Watch your step - fall of wounds. Hold down Shift to jump higher. Try hitting Blocks or Mobs empty-handed. Step on or jump on the mobs to hurt them (or hold down shift to sneak over them). Right-click drops empty-handed (or holding a cube) to collect them. Right-click Mobs empty-handed to pick them up. Then use the left click to launch them, 'Q' to throw them away, click the right button to place them, or 'V' to put them on your shoulder. How to resize: Resize potions adds red stone dust to extend the duration of the effect or add Glow Stone Dust to make them level II. Turn them into gunpowder splash potions to throw at mobs. Potion of Embiggening makes you 4 times your height. Potion of Embiggening II makes you 8 times your height. Ensmalening Potion makes you 1/4 of your height, Ensmalening Potion II makes you 1/8 of your height. You can drink Milk or a Potion with opposite resizing effect to eliminate the effect. Resizing dyes Having a cyan dye stack in your inventory will make you half your size, and a pile of purple dye (it was magenta dye in versions 0.13.8 and earlier) will make you twice your size. You can have multiple dye stacks to apply the resizing several times, so 3 stacks of cyan dye will make you 1/8 size, and 3 piles of purple dye will make you 8 size. Applying dyes to domesticated sheep and wolf necklaces will also resize them. If you don't want to allow it on a single player, edit the enable-dye-resizing option in the Gulliver configuration file (either Gulliver.cfg or GulliverForged.cfg) in the settings folder of your Minecraft game directory: B:enable-dye-resizing-false If you want to not allow it on a server, edit the same property as above in the Gulliver configuration file in the Minecraft settings folder. Resize keys Note: This requires both Trap Mode (or Op on a server) and creative mode to work. You can adjust its size by pressing the 'R' key to double its current size and the 'F' key to halve its current size. (Size limits are 1/8 for the smallest and 8 for larger ones.) If you hold a stick and point it at a mob, the 'R' and 'F' size changes will be applied to the mob you're aiming at. The player or mob will remain that size unless affected by a potion or resizing dye. Resize commands (advanced) Note: This requires Trap Mode (or operation permission on a server.) Use the /basesize command to set the base size directly. This is the normal size: /basesize 1.0 This is a normal size of 1/4: /basesize 0.25 This is a normal size 3x: /basesize 3.0 Base size limits are 0.125 for the smallest and 8 for the largest. It can even give a real size as well: /basesize 200cm /basesize 5ft4in Will keep that size unless affected by a Potion or Tint resizing. How things work when resized: Overfilled players: Having a shorter range to use/hit blocks Take longer to travel the same distance as a normal-sized player, and you also need to jump more Don't jump as high (but you can hold Shift or sprint to jump a block) Having to hit blocks longer to break them - even flowers and torches do less damage when attacking Do more damage when attacking Can be further intensified Players or mobs Do not activate stone pressure plates (but activate wood or gold pressure plates) They have trouble fighting moving water currents (but can claw along the side/bottom of a stream) Take more to eat or drink They are more vulnerable to the effects of poison They are hurt by roses, but no Cactus will slowly drown in the rain if extra-small (1/8 scale) You may need to maintain something pointy (for example. Stick , Sword, Hoe) to open Doors, Traps, Doors and Chests, and to activate Buttons and Levers ... But, Ensmalened players too: You can do cool new things with some items - keep paper to slide through the air, Lily Pad raft Water, Slime Ball to climb walls, right click mobs with String to mount them, and use the fishing rod as a grip hook You can climb some types of blocks, such as leaves, grass, gravel, Fabric, Cactus, Cake and more You can climb Free Hanging Vines - hold Shift down and keep jumping You can walk under s handles in half upside down and through other small spaces Do not activate Tripwire - but can go up and walk in it Be ignored by normal size mobs (unless attacked) except for NPCs, golems, Ocelots, Spiders, and Silverfish Use tools less quickly Get more benefit from eating food Get more XP from killing larger creatures Suffer less damage from falls Get more benefit from Regen effects You can duplicate in multiplayer beds... Meanwhile, Embiggened players: Having a longer range Can travel long distances with less exhaustion, and climb 2-block-high slants without jumping Higher than usual (and can hold Shift to jump even higher) Break blocks with fewer hits You can drill and break multiple blocks at once (in Survival) Do more damage when attacking You can walk, jumping or falling on mobs or smaller players to crush them (or otherwise sneak out to not hurt them) Taking less damage when attacking Take less time to eat or drink They are less vulnerable to poison effects They can press wood or stone pressure plates as they are buttons can pick up and place , pull, or throw smaller entities (right click to pick up or configure, 'Q' to pull, left click to throw) Do not get hurt by Cactus You can walk through Sheets You can pick up the dropped items by right-clicking on them with empty hands or while holding a bucket... But, also: They need wider spaces to walk through (forests and caves are a pain) You can't drill features or break/use blocks across narrow (1 block wide) gaps Exhaust tools more quickly Get less benefit from food Get less XP from killing smaller creatures Suffer more fall damage, and can break blocks when landing (in survival) You can't sleep on beds You can't ride boats or mine carts (or smaller saddled pigs) Get less benefit from Regen effects Do not automatically pick up fallen objects nearby - need to right click on them Requires: Forge How to install: Make sure you have already installed Minecraft Forge. Locate the minecraft app folder. On Windows, open Run on the Start menu, type %appdata%, and then click Run. In mac open finder, hold down the ALT key and click Go, and then click Library on the top menu bar. Open the Support apps and search for Minecraft. Place the mod you just downloaded (file .jar) in the Mods folder. When you launch Minecraft and click the mods button you should now see that the mod is installed. Gulliver Mod 1.6.4 Download Links: Other Versions: Show Content »» For Minecraft 1.5.2 Forge version (Universal): Download from Server 1 Client/Singleplayer: Download from Server 1 - Download from Server 2 Server: Download from Server 1 - Download from Server 1 - Download from Server 1 1 Server 2 For Minecraft 1.6.2 Forge Version (Universal): Download from Server 1 Client/Singleplayer: Download from Server 1 Server: Download from Server 1 to Minecraft 1.6.4 Forge Version (Universal): Download from Server 1 - Download from Server 2 Client/Singleplayer: Download from Server 1 - Download from Server 2: Download from Server .1 1 - Download from Server 2 Gulliver Mod 1.7.10 DownloadGulliver Resizing Mod 1.7.10 DownloadMany Minecraft players are familiar with Gulliver's i9000 Moves, a collection of stories written by Jonathan Quick (unrelated to Taylor Swift) about a man traveling the world in a lot of different activities. One of the almost every memorable part of Gulliver't Travel is when Gulliver incurs the Lilliputiens, a competition of small people much less than 6 inches high. They live on an island called Lilliput, and Gulliver helps the Lilliputiens solve a border dispute problem with their neighbors. Anyway, the magic of Gulliver'beds Travels has been delivered to the world of Minecraft thanks greatly to the Gulliver mod, plus identified as the Gulliver the ResizeD. In this mode, players get into a planet that, at first glance, looks specifically like Vanilla Minecraft. Generally, there are no new blocks, products, entities or biomes. Instead, the mod simply provides two potion results: -One potion can make you bigger -The other potion can make smaller players can turn out to be very large or extremely small. Gulliver Mod 1.7.10 DownloadParticipants which are usually very small can still jump a higher stop and climb several of the obstacles they experience, although it can nevertheless be complicated and slow to get around some obstacles. Meanwhile, participants who are extremely large will have to see their action - drops of damage. Participants can also make changes to free their great frames through the panorama, and hitting enemy mobs or obstructions results in some effective results. You can actually choose for mobs and after that give them - something I would possibly do to my enemies as well, if I became a giant in real life. Each potion is made simply by including the abisan wart to a container of drinking water in order to create an uncomfortable potion. Players then include Red Mushrooms to make an Embiggening Potion or Brown Mushroom to create an Ensmalening Potion (or of that are usually real words and phrases). Interestingly, players can also add a multiplier effect to their potions and extend the time of the effect. Including Redstone dirt extends the duration of the and incorporating Glowstone powder increases potions at Rate II. It's also no fun to change potions in Small Potions by incorporating gunpowder before throwing them into the mobs. There are a lot of entertaining possibilities for this mod. mod. You want to jump through the landscape like a substantial giant or just want to find out what the 6 ins planet of the ground can look like, this mod will help you feel like Gulliver waking up on Lilliput Thé Island for the first time. How configure The Resize Mod for Minecraft 1.6.4/1.7.2/1.7.4/1.7.5 Stage 1) Download and install Action 2) Down load the Forge version of Gulliver (appearance for the "Forge version (universal)" Reddish text halfway directly on step 3 page) Pull and drop the mod'beds folder into thé.minecraft/mods folder Action 4) Start playing and enjoy watching Minecraft from a different point of view The mod also arrives with a Magic Launcher edition, which may end up being easier for some players. You can download both variations of the mod. Gulliver Resizing Mod 1.7.10 Download!michael playing with over 100 mods in 1.7.10 and I would love to have a resize mod to end up being able to fit within a block of spaces, but the only thing I can discover is usually the one I carry you really don't need to use it contemplating requires an armor match using (I'm questioning, the dishes are testosterone levels in curseforge) specific ores of mod that will become immensely difficult to discover since I have made a little discovery, or thé that crashes my video game as soon as I remove a new mob. Is there definitely a mod that works for 1.7.10 that can create me resize my player to fit in spaces smaller than 2x1? Spaces?