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Dscraft texture packs download

DScraft is an amazing port of Minecraft next to the Nintendo DS. The game perfectly reflects the adventures of the original pc title, offering a smooth way to create and build everything you think! Taking advantage of Nintendo DS touchscreen capabilities, and dual-screen mode, DScraft is the perfect tool for fair leisure. However, the port of Minecraft was created by Smealum, and as the creator refers, the game is are not associated with any funds with Mojang or Minecraft. Thus, DScraft has all the possibilities of the usual classic version of the world-famous sand game (creation and exploration), but no crowds (Creepers, Skeletons, Zombies or Spiders) present during the gameplay. Also, you can not use crafts recipes, so if you are familiar with the regimes of Minecraft game, it will be something like choosing a relaxed mode of the original title of Notch. DScraft, as downloadable content (free homework), requires a card to be stored and available on your Nintendo DS portable console. Just drag it and drop it to the root of your card and you're ready to play! Its features are magnificent - many color blocks, real-time support saving, touchscreen gameplay, and yes, one and only ... Texture Packaging Support! If you are interested, you can download free DScraft, in two formats, how you will prefer it: NitroFS v310811, or Fat Only v310811 . DScraft for Nintendo DS Video Review: Minecraft is a sandbox video game created and designed by Swedish game designer Markus Notch Persson, and later fully developed and published by Mojang. Minecraft's creative and building aspects allow players to build structures from textured cubes into a 3D procedurally generated world. Other activities in the game include research, resource collection, crafts and wrestling. Multiple game modes are available, including survival mode, where the player must acquire resources to build the world and maintain health, creative mode where players have unlimited resources to build and the ability to fly, adventure mode where players can play custom cards created by other players, and viewer mode where players can fly around and clip blocks , but cannot place or destroy them. The PC version of the game is marked with its modifying scene, where a special community creates new gameplay mechanics, elements and assets for the game. Minecraft received praise from critics, and won numerous awards and accolades. Since February 2017, over 121 million copies have been sold across all platforms, making it the second best-selling video game of all time, just behind the different versions of Tetris. In September 2014, Microsoft announced a deal to buy Mojang and intellectual property Minecraft for US$2.5 billion, with the acquisition ending two months later. Minecraft gameplay is 3D sand sand that there are no specific goals for the player to achieve, allowing players great freedom in choosing how to play the game. [13] There is a system of achievement. [14] The default gameplay is first-person, but players have the option to play in third-party mode. [15] The main game revolves around breaking and placing blocks. The world of the game is composed of coarse 3D objects - mainly cubes - arranged in a fixed grid pattern and representing various materials, such as dirt, stone, various ores, water, lava, tree trunks, etc. While players can move freely around the world, objects can only be placed in fixed locations on the network. Players can collect these material blocks and place them elsewhere, thus allowing different structures. [16] At the beginning of the game, the player is placed on the surface of a procedurally generated and almost endless world of the game. [17] The world is divided into biomes ranging from deserts to jungles to snowfields. [18] [19] Players can walk on the terrain consisting of plains, mountains, forests, caves and various bodies of water. The in-game time system follows a day and night cycle, with one full cycle lasting 20 minutes in real time. During the game players encounter various non-player characters known as crowds, including animals, peasants and hostile creatures. [20] Unfriendly animals – such as cows, pigs and chickens – can be hunted for food and crafts materials, and spawn during the day. By contrast, hostile crowds - such as large spiders, skeletons and zombies - spawn during night time or in dark places, such as caves. Some creatures that are unique to Minecraft have been spotted by reviewers, such as the Creeping, exploding creature that sneaks into the player; and Enderman, a creature with the ability to beam and make blocks. [21] Some of the hostile monsters shown in Minecraft from left to right: Zombie, Spider, Enderman, Creeping Plant, Skeleton World of The Game are generated procedurally as players explore it using a seed card that is obtained from the system clock during the creation of the world, unless indicated by the player manually. [22] Although there are restrictions on upstream and downward movement, Minecraft allows to generate an infinite game world on the horizontal plane, facing only technical problems when it reaches extremely distant places. [nb 1] The game achieves this by dividing the game world data into smaller sections called pieces that are created or loaded into memory when players are nearby. [22] The physical system of the game is often described by commentaries as unrealistic. [24] Most solid blocks are not affected by gravity. Liquids from a source block that can be placing a hard block in its place, or by scooping into a bucket. Complex systems can be built using primitive mechanical and logical gates built with material in the game known as Redstone. [25] Minecraft has two alternative dimensions besides the main world– the lower and the end. [21] Dole is a hell of a similar dimension, which is accessible through portals built by players that contain many unique resources and can be used for long-distance travel in the underworld. [26] The end is a barren land in which the boss's dragon, called Ender Dragon, inhabits. [27] The Killing of the Dragon hints at the game's final credits, written by Irish author Julianne Gough. Players are then allowed to beam back to their original turning point in the afterlife. There is also a second boss called The Wither, who, when lost drops, drops specific material needed to build the smooth headlight, which can improve some abilities of all close players. The game consists mostly of four game modes: survival, creative, adventure, and viewer. It also has a variable four-level difficulty system; the easiest difficulty (peaceful) prevents hostile beings from spawning. [29] Survival mode In this mode, players must collect natural resources (such as wood and stone) found in the environment to craft some blocks and objects. [17] Depending on the difficulty, monsters are thrown into darker areas outside a certain radius of character, requiring the player to build shelter at night. [17] The regime also has a health bar, which is depleted by attacks by monsters, falls, drowning, falling into lava, suffocation, hunger and other events. Players also have a hungry bar, which should be periodically recharged by eating food in the game, except in Peaceful Difficulty, in which the hungry bar is not drained. If the hungry bar is exhausted, the automatic cure will stop, and eventually the health will run out. Health is supplemented when players have an almost complete hunger band, and also recovers regardless of the fullness if the players play the Peace Difficulty. There are a wide variety of items that players can work out in Minecraft. [30] Players can design armor, which can help reduce the damage from attacks, while weapons like swords can be made to kill enemies and other animals more easily. Players can acquire resources for craft tools such as wasps, shovels or pickaxes used to cut trees, dig soil and mine ores, respectively; Tools made of non-perform their tasks faster than tools made of stone or wood and can be used more strongly before breaking. Players can trade goods with mobs in the village and through a bartering system, including trading emeralds for various goods. [31] Villagers often trade in emeralds, wheat or other materials. [20] [31] The game has an inventory system and many carry a limited number of items. When the items in the players' inventory die, players are dropped and players are thrown again at the current throwing point, which is set by default, where players start the game but can be reset if they sleep in bed. [32] Dropped items can be detected if players can reach them before they have descended. Players can gain points of experience by killing crowds and other players, digging, melting ores, breeding animals and cooking food. The experience can then be spent on enchanting tools, armor and weapons. [29] Enchanted elements are usually more powerful, last longer or have other special effects. [29] Hardcore mode Players can play in hardcore mode, as this is a variant of survival mode that differs mainly in the game by locking to the most difficult gameplay setting, as well as featuring constant death; after the death of the players, their world is erased. When a player dies on the server set to hard mode, the player is disabled from that server. Creative mode In creative mode, players can access all resources and items in the game through the inventory menu and can place or remove them immediately. Players who can fly freely around the world of the game do not take damage from the environment or the mafia and are not affected by hunger. [35] [36] Game mode helps players focus on creating and creating major projects. [34] Adventure Mode Adventure mode was added to Minecraft in version 1.3; it is designed specifically so that players can experience custom crafted custom cards and adventures. [37] [38] [39] Gameplay is similar to survival mode, but introduces different player restrictions that can be applied to the game world by the card creator. This is so that players can get the necessary elements and experience adventures in the way the card creator has planned. [39] Another appendix intended for custom cards is the command unit; This block allows card creators to expand interactions with players through certain server commands. [39] Spectator mode Spectator mode allows players to fly around the blocks and watch gameplay without interacting. In this mode, the hotbar becomes a menu that allows the player to teleport to players in the world. It is also possible to look from the point of view of another player or creature. Some things may look different from another creature's point of view. [41] Minecraft's multiplayer multiplayer is available through hosted and business-hosted servers and allows multiple players to interact and communicate with each other in a world. [42] Players can manage their own servers or use a hosting provider. A player's worlds have local support that allows players to join worlds on locally connected computers without setting up the server. [43] Minecraft multiplayer servers are run by server operators who have access to server commands such as setting the time of day and beaming players around. Operators can also set limits on which user names or IP addresses are allowed to log on to the server. [42] Multiplayer servers offer players a wide range of activities, with some servers being unique rules and customs. Player vs. Player (PvP) can also be activated to enable a fight between players. [44] Many servers today have custom plugins that allow the player and server to do many different things that are not usually possible. In 2013, Mojang announced Minecraft Realms, a server hosting service designed to allow players to play multiplayer games on the server easily and safely without having to create their own. [45] Realms differs from a standard server, with only invited players able to join the server and not using an IP server. World server owners can invite up to twenty people to play in their field; however, the server can only have two people online and does not support user-created plugins. As announced at the Electronic Entertainment Expo 2016, Realms will allow Minecraft to support play between Windows 10, iOS and Android versions beginning in June 2016[46], with support for Xbox One and Nintendo Switch to come later in 2017,[47] and possibly support virtual reality devices. On 31 July 2017 Microsoft has released a beta version of the update allowing a cross-platform game known as Better Together. [48] Development Marcus Notch Persson began to develop the game as a project. He was inspired to create Minecraft from several other games such as Dwarf Fortress, Dungeon Guardian, and later Infiniminer. At the time, he visualized an isometric 3D construction game that would have been a cross between his inspirations and made some early prototypes. Infiniminer strongly influences the style of gameplay, including the first-person aspect of the game, block visual style and the foundations of the block-building. However, unlike Infiniminer, Persson wants Minecraft to have RPG elements. [50] Minecraft was first released to the public on May 17, 2009 as a development release on TIGSource forums,[51] later became known as the Classic version. Other stages called Survival Test, Endeavour and Infdev were released between September 2009 and February 2010, although the game sees updates between. The first major update, called alpha version, was released on June 28, 2010. Although Persson maintained his day job with Jallbum.net, he left to work on Minecraft full-time as sales of the game's alpha version expanded. [52] Persson continues to update the game with releases that are distributed to users automatically. These updates include features such as new items, new blocks, new crowds, survival mode, and game behavior changes (for example, how water flows). [52] To support the development of Minecraft, Persson established a video game company, Mojang, with the money earned by the game. [53] [54] [55] On December 11, 2010, Person announced that Minecraft beta testing phase on 20 December 2010. [56] It also states that users who bought the game after that date it is no longer guaranteed to receive all future content for free, as it stores special content. However, bug fixes and any updates leading to and including the release will still be free. In the course of the development, Moyang hired several new employees to work on the project. [57] Mojang moved the game from beta and released the full version on November 18, 2011. [58] The game is constantly updated from release, with changes ranging from new game content to new server hosts. On December 1, 2011, Jens Jeb Bergensten took full creative control of Minecraft, replacing Persson as lead entrepreneur. [60] On 28 February 2012, Mojang announces that they have hired the developers of the popular CraftBukkit server platform[44] to improve Minecraft support for server modifications. [61] That acquisition also included Mojang, which apparently took full ownership of craftBukkit's modification,[62] although the validity of that claim was granted because of its status as an open source project with many collaborators licensed under the GNU General Public License and a Small General Public License. [63] On September 15, 2014, Microsoft announced a $2.5 billion deal to buy Mojang, along with Minecraft's intellectual property ownership. The deal was offered by Persson when he posted a tweet asking the corporation to buy its stake in the game after receiving criticism for trying to do the right thing. It was completed on November 6, 2014 and led to Persen becoming one of Forbes' World Billionaires. [64] [65] [66] [67] [68] The music and sound effects of Audio Minecraft were produced by the German sound designer Daniel C418 Rosenfeld. [69] Music in Minecraft is an impersonal music of the environment. On March 4, 2011, Rosenfeld released a soundtrack titled Minecraft – Volume Alpha; it includes most of the songs included in Minecraft. Beta for it launched in the Windows Store on July 29, 2015. [79] This version includes the ability to play with Xbox Live friends (but not those who have the Xbox One version) and play local multiplayer with On November 9, 2013, Rosenfeld released the second official soundtrack, titled Minecraft – Volume Beta, which included music that was added in later versions of the game. [72] [73] The physical release of Tom Alpha, consisting of CDs, black vinyl and limited edition transparent green vinyl LPs, was issued on August 21, 2015 by the acclaimed Indian electronic brand Ghostly International. [74] [75] Version of PCs Versions Game runs on several operating systems, including Microsoft Windows, OS X and Linux. [42] In addition to the main version, there are other versions of Minecraft that are available on PC, including Minecraft Classic and Minecraft 4k. Minecraft Classic is an older version of Minecraft available online to players. In contrast to the versions of Minecraft, the classic version is free to play, although it is no longer it functions about the same as creative mode, allowing players to build and destroy all parts of the world, either alone or on a multiplayer server. In this mode, there are no computer creatures, and the dangers to the environment such as lava will not harm the players. Some blocks function differently because their behavior was later changed during development. Minecraft 4k is a simplified version of Minecraft, similar to the classic version that was developed for java 4K game programming competition in a way less than 4 kilobytes. [77] The map itself is final – composed of 64×64×64 blocks, with the same world generated each time. Players are limited to placing or destroying blocks that consist of grass, dirt, stone, wood, leaves, and brick. [78] Minecraft: Windows 10 Edition is a version that is exclusive to Microsoft's Windows 10 operating system. Beta for it launched in the Windows Store on July 29, 2015. [79] This version includes the ability to play with Xbox Live friends (but not those who have the Xbox One version) and play local multiplayer with Pocket Edition owners. Other features include the ability to use several control circuits, such as a controller (preferably an Xbox controller), a keyboard or touch screen (for Windows Phone and Microsoft Surface), and to record and take screenshots in the game using the built-in GameDVR. [80] Versions of the Xbox 360 console developed by 4J Studios were released on May 9, 2012. [81] [82] On March 22, 2012, it was announced that Minecraft would be the flagship game in a new Xbox Live promotion called Arcade Next. [82] The game differs from home versions of the computer in several ways, including a new designed craft system, control interface, in-game tutorials, split-screen multiplayer, and the ability to play with friends via Xbox Live. [83] The version interface does not support texture packs in the game in the first place in the craft menu, but this option was later added in an update. The interface shows the blocks needed to make the selected item and craft it if the players have enough blocks. [84] The worlds in the Xbox 360 version are also not endless and are essentially barricaded by invisible walls. [84] The Xbox 360 version was originally similar to the content of older versions of the computer, but was gradually updated to get closer to the current version of the computer. [81] [85] [86] At Gamescom 2013, Sony announced that Minecraft would be launched at the launch of a PlayStation 4 title, and would later be released as for PlayStation Vita and PlayStation 3. However, the game was delayed and the PlayStation 4 version did not start with the console. [88] It was announced on PlayStation 3 on 17 December 2013 on PlayStation 4 on 4 September 2014[6] and on PlayStation Vita on 14 October 2014 America, and in Europe the next Europe Europe Like Xbox versions, PlayStation versions are developed by 4J Studios and are almost identical to the Xbox 360 version. [90] During its press conference for E3 2013, Microsoft showed a trailer for Minecraft: Xbox One Edition. [91] It is similar to Minecraft: Xbox 360 Edition, but features larger worlds, advanced multiplayer features and other improvements. This version was released on September 5, 2014. [92] On December 17, 2015, Minecraft: Wii U Edition was released. The version of the Wii U was released on June 17, 2016 in North America,[93] in Japan on June 23, 2016,[94] and in Europe on June 30, 2016. [95] The Nintendo Switch version of the game was released on Nintendo eShop on May 11, 2017, along with a physical retail version set for a later date. [96] Pocket Edition On August 16, 2011, Minecraft: Pocket Edition was released for Xperia Play on the Android market as an early alpha version. It was then released for several other compatible devices on October 8, 2011. [97] [18] The version of Minecraft for iOS was released on November 17, 2011. [10] Shortly after Microsoft acquired Mojang, a Port for Windows Phones was available. [10] The port focuses on the creative building and the primitive aspect of the survival of the game and does not contain all the features of the computer edition. On her Twitter account, Jens Bergensten noted that the pocket edition of Minecraft is written on C++ and not Java because iOS is unable to support Java. [101] The gradual update is issued periodically to bring the port closer to the computer version. [102] On December 10, 2014, support to Microsoft's acquisition of Mojang, a Pocket Edition port was issued for Windows Phone 8.1. [103] On April 2, 2014, a pocket edition version of Minecraft was released for Amazon Fire. [104] On July 29, 2015, a pocket edition version of Minecraft was released for Windows 10. [105] On December 19, 2016, the full version of Minecraft: Pocket Edition was released on iOS, Android, Windows Phone and Windows 10, along with the release of the Pocket Edition-based game for Apple TV. [12] On 18 January 2017, Microsoft has announced that it will not support Pocket Edition's versions of Windows Phone. [106] Raspberry Pi A version of Minecraft for Raspberry Pi was officially unveiled at MineCon 2012. Mojang said the Pi edition is similar to Pocket Edition, in addition to game being downgraded to an older version, and with an added ability to use text commands to edit the world of the game. Players can open the game code and use programming languages to manipulate things in the world of the game. [107] The game expired on December 20, 2012, but was quickly downloaded. [108] The game was officially released on February 11, 2013. [109] A virtual reality modification known as Minecraft VR was developed to provide virtual reality support for the original version of Java on 1000000000000000000000000000000 Minecraft Branch, known as Vivecraft, has carried the module to OpenVR and is oriented towards HTC Vive hardware support. [110] On 15 August 2016, Microsoft has launched the official Oculus Rift support for the game's Edition of Windows 10. [100] At its launch, Minecraft VR Mod was discontinued by its developer due to trademark complaints issued by Microsoft, and Vivecraft was approved due to its Rift support and was better than the original mod. [110] User-generated content A wide variety of user-generated Minecraft content, such as modifications, texture packs and custom maps, are available for download from the Internet. Modifications to the Minecraft code, called modifications, add different changes to the gameplay, starting with new blocks, new elements, new crowds to whole arrays of craft mechanisms. [111] [112] The modified community is responsible for the significant supply of modifications by those who improve gameplay, such as mini-cards, dots and durability counters, to those that add to the game elements of Pokémon, Portal and Hunger Games. To make it easier for mods to create and install, Mojang announced in November 2012 that it planned to add an official application programming interface (API). [44] Texture packs that change the textures of the game and HUD are also available as created by the community. In July 2013, texture packs were replaced with resource packs that have the same role as texture packs but also allow for custom audio. [114] Players also create their own cards, which often contain specific rules, challenges, puzzles and quests, and share them for others to play. [37] In version 1.3,[when?] Mojang added adventure mode for custom cards and in 1.4, [when?] Mojang added block design,[40] and that are aimed at allowing for professional modification and personalization. In 1.9, [When?] Mojang added 2 new versions (Repeat and Chain) to the classic command block, which are also used specifically for custom maps. [116] The first mash-up package (and by extension, the first texture pack) for the Xbox 360 Edition was released on September 4, 2013 and is a theme after the Mass Effect franchise. [117] Unlike the PC version, however, the Xbox 360 Edition does not support player-created mods or custom cards. [118] A package of different resources, of Super Mario by Nintendo, was released for the worldwide edition Wii U Edition on May 17, 2016. [120] In June Mojang released an update known as Update Discovery. [121] The update includes many features, such as a new map, a new game mode, and a Marketplace, a catalog of user-generated content that gives Minecraft creators another way to make a living from the game. [122] Commercial reception on 12 January 2011. Minecraft passed 1 million purchases less than a month after introducing its beta phase. [123] [124] At the same time, the game was not a publishing base and was never commercially advertised except by word of mouth,[125] and various unpaid references in popular media such as Penny Arcade's webcom. [126] As of April 2011. Person estimates that Minecraft made 23 million euros ($33 million) in revenue, with 800,000 sales of the alpha version of the game and over 1 million beta sales. In November 2011, beta surpassed 16 million registered users and 4 million purchases until the complete release of the Minecraft beta game. [128] As of March 2012. Minecraft became the 6th best-selling computer game of all time. [129] As of October 10, 2014, the game had sold about 60 million copies across all platforms, making it one of the best-selling video games of all time. [130] [131] On February 25, 2014, the game reached 100 million registered users. [132] Since February 2017, over 121 million copies have been sold,[133] making it the best-selling computer game to date and the second best-selling video game of all time behind Tetris. Minecraft's Xbox 360 version became profitable within the first 24 hours of the game's release in 2012, when the game broke Xbox Live sales records with 400,000 players online. [134] Within a week of being on the Xbox Live market, Minecraft sold over 1 million copies. [135] GameSpot announced in December 2012 that Minecraft has sold over 4.48 million copies since the game debuted on Xbox Live Arcade in May 2012. In 2012, Minecraft is Xbox Live Arcade's most-bought title it's also the fourth most played Xbox Live title on average unique users per day. [137] As of April 4, 2014, the Xbox 360 version had sold 12 million copies. [138] In addition, Minecraft: Pocket Edition reached a figure of 21 million sales. [139] The PlayStation 3 version is one million copies in five weeks. [140] The launch of the game's PlayStation Vita boosted Minecraft sales by 79%, outperforming both PS3 and PS4 debut editions and becoming the biggest minecraft launch on the PlayStation console. [141] The PS Vita version sold 100,000 digital copies in Japan in the first two months after they went on sale, according to a statement from SCE Japan Asia. As of January 2015, 500,000 digital copies of Minecraft were sold in Japan across all PlayStation with a rise in primary school children purchasing the PS Vita version. [143] Minecraft helped improve Microsoft's total first-party revenue by $63 million for the second quarter of 2015. [144] Critical acceptance Minecraft was praised for the creative freedom it gives players in-game, as well as for the ease of opportunities for emerging gameplay. [164] [165] [166] Critics praised Minecraft's complex craft system, commenting that this was an important aspect of the open-ended game. [156] Most publications are commonly praised the game's block graphics, which find described them as instantly memorable. Reviewers also liked adventurous elements of the game, noting that the game creates a good balance between exploration and construction. [156] The multiplayer feature of the game is widely accepted with IGN comment that invention is always better with friends. [1] Jaz McDougall of PC Gamer praised Minecraft, considering it intuitively interesting and contagious fun, with an unparalleled by the unpleasant steps needed to set up multiplayer. [163] It is believed to have introduced millions of children to the digital world, as its main game mechanics are logically analogous to computer commands. [167] Visitors criticized the lack of manuals and instructions in the game about how to do things. [246] Mykon is an official congress dedicated to Minecraft. The annual convention was first disappointed by the unpleasant steps needed to set up multiplayer is hassle. [13] Critics also note the visual problems that occur periodically. In 2009, GameSpot maintains that the game has an unfinished feeling, adding that some elements of the game seem incomplete or thrown together in a hurry. [156] A review of the alpha version, by Scott Munro of the Daily Record, calls it something special and urges readers to buy it. [168] Jim Rossignol of Rock, Hantik, Shotun also recommended the alpha of the game, calling it a kind of generative 8-bit Lego Stalker. On September 17, 2010, webcaster Penny Arcade began a series of comic strips and news about the game's addiction. [170] The Xbox 360 version was generally received positively by critics, but did not receive as much praise as the pc version. While reviewers were frustrated by the lack of features such as mod support and content from the computer version, they applauded the addition of in-game tutorials and tips and recipe-making, saying they make the game easier to use. [168] Minecraft: Pocket Edition initially received mixed reviews from critics. Although reviewers appreciated the intuitive control of the game, they were disappointed by the lack of content. Especially criticized were the inability to collect resources and crafts, as well as the limited types of blocks and the absence of hostile mobsters. [158] [171] [172] Soon,[when?] Although it started positive reviews due to game updates, adding more content. In addition to the controls, reviewers supplemented the graphs, although they still noted the lack of content. [158] In July 2010, PC Gamer listed Minecraft as the fourth best game to play in the workplace. In December of that year, Good Game chose Minecraft as their pick for best download game of 2010,[174] Gamasutra named it their first-party revenue by $63 million for the second quarter of 2015. game of the year,[176][176] and Rock, Paper, Shotgun called it game of the year. [177] Indy D.B. Lloyd won the 2010 Indy Of the Year award, chosen by the electorate, in addition to two of the five awards for selecting the most innovative and best single in the gaming program. [178] He was also awarded Game of the Year by PC Gamer UK. [179] The game was nominated for the Grand Jury Award, Technical Achievements and Design Achievements of the Festival of Independent Games in March 2011 and won the Grand Prize together with the Audience Award. [180] [181] At the 2011 Game Developers Awards, Minecraft won awards in the best debut game categories, best for download a game and the innovation award, winning every award for which it was nominated. [182] [183] He also won the highest number of participants. [192] Minecraft Console Edition won the TIGA Game of the Year award in 2014. In March 2013, Moyang signed a contract with the publisher of the children's book to create Minecraft manuals, adventures, guidebooks and magazines. [245] [246] Mykon is an official congress dedicated to Minecraft. The annual convention was first nominated in the Best Computer Game category. [187] [188] In 2012 at the British Video Game Awards, Minecraft was nominated in the GAME category for 2011 and Nomin received the Special Award. In 2012, Minecraft XBLA receives a Golden Joystick award in the best download game category,[190] and a TIGA Games Industry Award in the Best Arcade Game category. In 2013, he was nominated for Family Game of the Year Award. [197] [195] Minecraft Console Edition won the TIGA Game of the Year award in 2014. [195] Minecraft was nominated for the Children's Games Awards for favorite video game, but lost to Just Dance in 2014. [197] The game later won the award for the most addictive game at the 2015 Children's Choice Awards. [198] Spin-off games Minecraft: Story Mode Minecraft: Story Mode, an episodic game developed by Narrative Games in collaboration with Mojang, was announced in December 2014. Consisting of five episodes plus three The game will be violently and selectively managed by players, and it was released on Microsoft Windows, OS X, iOS, PlayStation 3, PlayStation 4, Xbox 360 and Xbox One by download on October 13, 2015 [199] [200] [201] A physical disc that gives access to all episodes was released for the aforementioned four consoles on October 27, 2011. The Version of the Wii U was also confirmed in an interview with Celebration in August 2015. [202] The Nintendo Switch version is set to be released sometime in 2017. [203] [204] The The trailer for the game was shown at MineCon on July 4, 2015, revealing Jesse (voiced by Patton Oswalt and Catherine Taber), who embarks on a journey with his friends to find the Order of the Stone - four adventurers who killed Ender Dragon - to save their world. Brian Posen, Ashley Johnson, Scott Porter, Martha Plimpton, Dave Fenoni, Corey Feldman, Billy West and Paul Rubens represent the other actors. [205] Minecraft: An Education Edition In January 2016, Microsoft announced a new education tool called Minecraft: Education Edition of MinecraftEDU, scheduled to go on sale in 2016. Minecraft has also been used in classrooms around the world to teach students in class. The education edition gives teachers the tools they need to use Minecraft on a daily basis. There are few differences between Minecraft and MinecraftEDU. The basic concept is the same, open world of sand. The student's characters in MinecraftEDU will be able to retain their characteristics. Students will also be able to download the game at home without having to buy their own version of the game. Finally, the last big difference is that students can take pictures during a game. These photos will be stored in an online notebook with students' online notes. These online notebooks will be able to be shared with other students. [206] The cultural impact of social media such as YouTube, Facebook and Reddit plays an important role in the promotion of Minecraft. [207] Research conducted by the Annenberg School of Communications at the University of Pennsylvania shows that a third of Minecraft players learned about the game through internet videos. In 2014, Minecraft-related videos began merging on YouTube, often made by commentators. Videos usually contain footage to capture the game screen and voice calls. [209] General video coverage includes player creations, short reviews of various tasks and parodies of works in popular culture. By May 2012, more than 4 million Videos related to Minecraft had been uploaded. [210] Some commentators have got a job at Machinima, a video game company that owns a highly watched YouTube entertainment channel. [209] [209] is a British organisation that regularly submits videos to Minecraft; their YouTube channel has achieved billions of views, and their 2011 MineCon panel had the highest number of participants. [209] [211] Other famous youtube members were Jordan Maron, who created many parodies of Minecraft, including Minecraft Style, a parody of the world-successful single Gangnam Style by South Korean rapper PSY. [212] Herobrine is a major icon of the Minecraft community that appeared as an image of Achan's /v/ board. Herobrine reportedly appeared in the players' worlds and built strange structures. [213] However, Mojang has confirmed that Herogrin never existed in Minecraft, and has no plans to add Herobrine. [214] Minecraft is quoted by other video games, such as Torchlight II, Choptaker HD, Super Meatboy, Elders Svil V: Skyrim, Isaac's Connection, Team Fortress 2 and FTL: Faster Than The Light. [215] He was quoted by the electronic music artist deadmau5 in his performances. [216] Simulation of the game is included in G.U.Y. Lady Gaga. After the release of Minecraft, some video games have been released with different similarities to Minecraft, and some have been called clones of the game. Examples include the Ace of Spades, CastleMiner, CraftWorld, FortressCraft, Terraria and Total Miner. David Frampton, designer of The Blockheads, reports that a failure of his 2D game is a low-resolution pixel art that too closely resembles art in Minecraft, leading to some resistance from fans. [219] Minecraft Clones See here: Category:Minecraft clones In response to the acquisition of Mojang and their Minecraft IP, various developers suddenly announced even further clone titles that were developed specifically for Nintendo consoles as they were the only major platforms that were not officially accepting Minecraft at the time. [222] These clone titles include UCraft (Nexis Games), 3D (Cuba 3D Games) and Lund games. In 2014, in the Nintendo the Human Dynamics group at MIT Media Lab, Cody Sumter, said Nonch had not only created a game. It has trained 40 million people into learning to use a CAD program. Software has been developed that allows virtual designs to be converted into Minecraft, into an anatomy of introducing Minecraft to schools. The group is working with Mojang to make the game accessible and accessible to schools. In September 2012, MinecraftEdu said that approximately 250,000 students worldwide have access to Minecraft through the company. [263] A wide variety of educational activities involving the game were developed to train students various subjects, including history, language arts and science. For example, a teacher built a world consisting of different historical landmarks for students to learn and explore. With the introduction of Redstone blocks to represent electrical circuits, users are able to build functional virtual computers in Minecraft. [264] These virtual creations include a working hard drive,[265] an 8-bit virtual computer and emulators for Atari 2600[267] and Game Boy Advance. [268] In at least one instance, a mod was created to use this feature to teach younger players how to program within a language set by the virtual computer in the World of Minecraft. [264] In September 2014, the British Museum in London announced plans to recreate the building along with all the exhibits in Minecraft with members of the public. [270] See also The Minicraft, top-down video game and by Marcus Persson 2 2

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