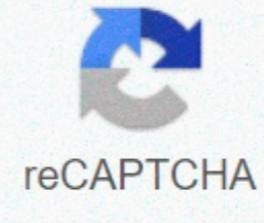




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How many biomes are in minecraft list

Biomes are regions of the world with a certain type of ecosystem, such as deserts, forests or oceans. Different biomes have different landscapes, plants and animals. The main types of Biome These are the main biomes you will find. Plains plains are mostly flat, grassy areas. These biomes are good places to find horses and villages. Most types of animals can be found here. Savannah This is a variation on plains with yellowgrass and Acacia Trees. As with plains, NPC horses and villages can be found here. Although this biome looks like African landscapes, the animals are horses, sheep, cows and pigs, rather than giraffes and zebras you might expect. ##Forest A Forest biome has a mixture of oaks and birches. Here you will find wolves, and occasionally mushrooms. ###Birch Forest This is a variant of forest with only birches. ###Roofed Forest This is a dense, dark forest with a special type of oak with a fat trunk. You'll also find giant mushrooms here. It's pretty dark under the trees for the mobs to spawn even on the day, so be careful! ###Jungle In the jungle you will find tall jungle trees with cocoa beans growing on them. There are also bushy undergrowth, making it hard to get around. As in the desert there are ancient temples to explore. There are spotted wild cats called Ocelots that can be tamed. Desert Desert has a lot of sand. In the desert you will find cacti, NPC villages, and sometimes fountains and temples built by mysterious aliens. There are no trees in the desert. Most deserts have very little water, but in some you will see a lot of lakes and ponds, often with sugar cane growing next to them. Mesa This is a variant on the theme of the desert, with red sand and hills of hardened clay. Taiga Taiga is a cold, northern forest with spruce. There are three types of biome taiga. The standard one has no snow on the ground. Wolves can be found in Taiga. Taiga cold Taiga cold taiga is like regular taiga, but even colder. So there's a lot of snow! Mega Taiga This is Taiga, but even more! In addition to the usual Taiga features, there are very large spruce, moss-coated rocks and lots of mushrooms. There is also a new type of soil called Podzol. Swampland Swampland is flat, with lots of water and oaks covered with vines. In the water you can find clay, and Slimes will spawn at night. In addition to mushrooms and sugar cane, you will find lily pads on the surface of the water. If you see a hut, be careful, there lives a witch! Extreme Hills Extreme Hills offers dramatic landscapes and very few trees. There might be snow in the high places. Underground you might find emeralds. Ocean Lots of water! There are several variations on the Ocean, including assorted beaches and Deep Ocean, which is where you can find Ocean Monuments. Hills Hills can be found in the following biomes: Desert, Forest, Taiga, Jungle, Jungle, Forest, Cold Taiga, Mega Taiga Plates These are flat-topped hills that can be found in Savannah and Mesa biomes. Ice ice fields are flat, frozen biomes. Other cold biomes include frozen versions of rivers and oceans. Unusual Biomes Mushroom Island Mushrooms islands are the strangest of the lot! They're home to animals like the cow called Mooshrooms. Instead of dirt and grass have blocks of mycelium, a dirty substance on which fungi grow to huge sizes. Sunflower Plains Plains with lots of sunflowers! Ice Before Spikes Ice Patients with packed ice spikes. Biomes Variant Many of these biomes have rare variants with more dramatic characteristics: larger mountains and taller trees. There's a lot to explore! When you travel through the world of Minecraft you will encounter different environments, many of them similar to those that can be found here on planet Earth. These different landscapes are known as Biomes. There are temperate forests, uncharacteristic deserts, spectacular snowy mountains and beautiful plains. There are more than 60 different Minecraft biomes that can be configured on your server, and they can be put into five basic categories (Lush, Snowy, Cold, Dry, and Ocean) that we will take a look at below. But before we do we find out why it might be useful to know what biome you're in. Why does Biomes matter? It's helpful to understand Biomes in Minecraft so you know what to expect, especially if you're playing survival mode. For example, if you decide to travel through a desert biome, you won't find many trees, and the sand is difficult to build with. If you want to build a shelter with a roof to spend the night in, you'll have to take some wood with you. It could be your greatest desire to make a bed, so you can sleep and don't have to listen to creepy zombie noises in the dark of night. If so, you'll have to find some sheep's wool. For that you need sheep, and they like to sit in biomes with trees. Biomes can contain generated structures, such as jungle temples or witch huts. Some of these are filled with goodies, but beware - there may be treasure guarding mobs, so tread carefully. We'll tell you more about the structures you can find in which biomes below. Being able to check which biome you are currently in can also save Minecraft life. There are times when you might be underground and lost - the way back is blocked by hostile mobs. You're out of torches, you're scared, and you really want to get home to your baby. You have a brilliant idea. If you dig up you'll go out in the daylight and you'll be able to find your way home, right? Well, maybe -- but not if you've wandered into a biome ocean. If you dig straight up, you'll end up with a cave seawater, as well as hostile mobs. Knowing your biomes can save you from disasters would be So understanding your biomes means that you'll get to know what materials you should be able to find, and

what things you're going to have to carry in with you. It can also save you from one end to the sinis. But do you find out what biome you're in? to identify the current Biome If you want to know what biome you are at any time of the game, there is an easy way to find out. Did you press the F3 button? If not, try. You'll get some kind of Heads Up Display with a lot of information. The name biome is over on the left, one or two lines up at the bottom. You will see Biome: followed by the name Biome, for example, Biome:Forest or Biome:Jungle. Even if you are underground and all you can see is rock, this method will tell you which biome is directly overhead at that time. The same thing will happen if you fly. F3 will reveal which biome is directly under your feet, even if you're too big to see. Now, let's take a look at the different biomes, and the mafias and structures that you'll find in them. Biomes So I said earlier, there are five main categories of biome. We'll take a look at each of them, and also give you some top biome survival tips. Lush Biomes Plains Biome If you asked your grandmother show Minecraft, she would probably describe the plains. This environment is where we find a lot of iconic grass blocks, with some low hills and only a few trees and scattered flowers. While running, watch out for cave openings in the ground - you can easily fall into a crevasse if not. By climbing one of the small hills should be able to look around and spot the water and lava pools, which are often found here. Passive mafias, would be cows and pigs often spawn on the plains, and if you want to find yourself a horse, this is the only place where they spawn naturally. Villages are common in biome plains and are filled with NPCs (Non-Playable Characters), or villagers with whom you can trade by right-clicking the NPC. Sunflower plains are a variant of the biome of the plains, and here you will find a lot, a lot of - you guessed it - sunflower. Forest Biome A biome forest can be a great place to start the survival game because, even though it is one of the smallest biomes, there are abundant wood reserves. Oaks and birches grow here, there are flowers (used to make dyes) scattered around, and you can sometimes find mushrooms, which you can use for soup. Unless you enjoy the fight against hostile mobs, you should leave the forest or take shelter at night - the trees make it difficult to see who comes, and you can be easily surprised by the creepers. As for friendly mobs would be sheep and most of them can be found in the forest. Wolves live here too, and using bones you can tame one, and take it with you on your travels. Forest variants are oak, birch, pine forests and flowers. In all you can find Strongholds and Dungeons. The roof (or Dark) Forest Biome Forest Covered (sometimes called Dark Forest) has mainly dark oaks. They grow a very dense canopy and allow very little light to reach the floor of the forest. In this sombre atmosphere, hostile mafias can spawn and survive even in daylight, so be careful. Covered forests contain all the common forest objects and mafias, but you can find Woodland Mansions here as well. If you don't get surrounded by hostile mobs while in a covered forest, you can get rid of climbing up, and traveling over the treetops. Biome Swamp In swamps, you will find vines hanging from mature oaks, shallow pools of stagnant water, and discolored grass. Blue orchids (used for paint) and lily pads (which you can go on) grow only in swamp biomes. As in dark forests, hostile mafias can hide under trees in swamps, even in daylight, and you might encounter a witch hut, a fortress or a dungeon. Like all ordinary hostile mobs and witches, Slimes appears here, especially at the Full Moon, so be careful. Jungle Biome You can often find a jungle near a desert biome. Here tall sequoia trees grow densely, and traveling through the jungle, or escaping from hostile mobs can be very hard to work. Tree trunks can be 2×2 blocks, which means you have to dodge around them as you go, and there is so much leaf cover that it is easy to walk up on the tops of the trees without realizing it. Jungles are well worth exploring, though, because there are a lot of useful things to be found. If you like melons, the jungle is for you because they're common here. Cocoa beans are only found in jungle trees, and you can use them to bake cookies or to make brown dye. As for jungle mobs, there is good news, and there is more good news. First, creepers can't spawn here, so there will be no explosive meeting for jungle players. Second, this is the place to tame yourself an ocelot. When you tame an ocelot, it will become your pet cat, and follow you around. Creepers don't like cats, so you'll have to get yourself a mobile creeper avoidance system. Jungle temples generate in this biome, and it is not likely to be the prey inside them. If you happen to get lost in the jungle, try to find a river, build a boat and drift downstream to another biome. Biome Beach Beach generate where ocean biomes join up to another type of biome (a forest, for example). They are mainly made of sand, and sometimes gravel. Here you can fish or search for sugar cane, which you can use for agriculture. Mushroom Islands Mushroom Islands are a rare and unique biome. Their hilly surface is made of gray mycelium, giving them a strange, moon-like look. Most often, mushroom islands are found on their own in the ocean, not joined to another type of biome on land. After the name suggests, the huge mushrooms grow here. If you don't come across a biome island fungus, consider your house there. They are a very safe place, because mobs are not born naturally on them, or in the mines beneath them. A mob spawner will still work, though, so in theory, mobs can still appear. If you try to dig here with a regular shovel, the mycelium will turn to the ground. To prevent this, the shovel needs a touch of silk enchantment. Mushroom islands are home to the mushroom mafia. These animals are a cross between a cow and - you guessed it - a fungus. They can be milked (right click on mushrooms while holding a bucket), milking for mushroom stew (right click while holding a bowl), drilled, and killed for skin and food. Snowy Ice BeforeS Ice Plains are largely flat and are covered in ice and snow. Any water exposed to air will freeze, turning rivers and ponds into an ice rink. Trees are rare here and will be either oak or spruce. Not many plants can grow on an ice plain, but it might come across some cane. It's a hard place to survive. Passive mafias are less likely to spawn in ice plains than in warmer climates. However, you might be lucky enough to spot a polar bear if you brave the temperatures of the frost. Polar bears are usually neutral, but they can become aggressive if you attack them or get too close to their children. Eight out of 10 skeletons spawning in an ice plain will be Maidans. Stryx acts like most other skeletons, but their arrows will poison you with a potion of slowness for 30 seconds. If you see an igloo as you travel through an ice plain, go and explore it. Half the igloos have a hatch under their carpet leading to the loot they will be delighted to find. Ice spikes Ice plains biome spikes is a variation on the ice plain, but it's so spectacular, we thought it deserved a small section of its own. This unmistakable biome is just like an ice plain, except for a big difference. There are enormous ice spikes everywhere in this incredible environment. Some are as tall as 50 blocks, but they are usually between 10 and 20 blocks high. Cold Taiga This is a variation of the taiga biome, with plenty of snow added. There are the usual ferns of the taiga, the huge ferns and the moths. The occasional wolf appears here, just like rabbits. You can see flowers in the hills, and it is possible to catch a glimpse of an igloo through the trees. Cold Extreme Hills In a biome extreme hills, it can rain or snow, depending on how big you are. This gives the dramatic landscape its picturesque snow-covered mountains, which you can climb for incredible views. From a high point of view, you might be able to spot waterfalls, valleys, caves and floating islands on which this biome generates. A fall from these highs (some mountains are as large as y:130) will be dangerous, though, so climb carefully. Mining here can produce emeralds, the villagers' favorite place. There are some unique animals found naturally naturally Too. Blades spawn on the mountain. The blades are neutral and can be tamed to carry things. Silverfish, however, are extreme biomes hills very own hostile mobs and will call other silverfish when hit. Taiga Biome taiga has a lot of dense spruce and fern growth. Wolves and rabbits appear naturally here, so you shouldn't be hungry. These biomes often generate villages (not on Xbox) where you can trade, live or farm. There are a number of taiga variants. Taiga M is mountainous. It looks similar to taiga and has sheep, but not villages. Mega taiga is rarer and looks quite different. Here, the colors will be the same, but the trees will be much taller and thicker (up to 2×2 blocks) as the jungle trees. Mega taiga has some different blocks as well. There are podzole, moss stone boulders, and coarse dirt blocks. Brown mushrooms (good for soup) are often found in mega taiga. Dry Desert Biome Biome Desert, like the desert on Earth, is an inhospitable place. Under the sand blocks of the earth, you will find tiles, and only cacti and dead bushes break monotonous view. The only mafias you'll find here naturally are rabbits, but they are a special golden color, and they're camouflaged well against the desert floor. Finding enough food and supplies to survive here is difficult. If you have a pair of scissors, though, you can use them to get 0-2 sticks from a dead bush. At night, hostile mafias will spawn, but you can easily avoid them because they are so easy to spot. You just run a small risk of not spotting a hostile crowd at night in the m biome desert (mountainous desert) with its large sand dunes. There are desert villages and desert fountains, as well as desert temples. Some temples can be buried under the sand, but digging your way in can lead to loot, so it's well worth the effort. Savannah Savannah is a flat place with only low hills and no precipitation at all. There are a few acacias and lots of grass, sometimes dotted by a village. Horses and blades appear on this open space. One variant of the savannah is savannah M biome. This environment has huge mountains, which are sometimes tall enough to climb through the clouds. Mesa A Mesa is a rare biome, but it is a brilliant source of clay, which is usually found only in riverbeds. This biome is pretty new to Minecraft, so it was added in 1.7. There is even a Mesa Bryce variation that looks like the real Bryce Canyon in Utah, USA. Another variant of the mesa biome is the Mesa Plateau. This biome has flat-topped hills crowned with grass and rare tree growth. These are very beautiful biomes, and if you can't make it to real Bryce Canyon, you can absorb your views in Minecraft instead. If a Mesa biom, looking for gold. Mesas have sometimes abandoned mines above ground, and they may contain gold ore, as as Y:64. It is not hard to find either - it occurs in the same quantities as iron ore not in other biomes. Ocean Ocean and Deep Ocean Biome Ocean and Deep Ocean (a biome variant) cover about 60% of the Minecraft world surface. The ocean can be up to 15 blocks deep, and you can wade into shallow waters, swim, or use a boat to cross it. The deep ocean is up to 30 blocks deep. Seawater fills up to level Y:63, so breaking through the rock at the bottom of an ocean while mining can cause a player to snwell. It's always worth checking which biome you're in (using F3) if you've traveled a long underground road. There can be islands in the sea that can make safe bases free of mobs, and the best way to travel to and from them is by boat. Swimming makes you hungry and lasts a long time, increasing the risk of starvation and in-ec. While swimming, you can also be attacked by tutors. Guards and Elderly Guardians are hostile mobs who swim close to the Ocean Monuments to protect them. They make a strange sound and will attack if you get too close to the structure, but if you swim away they won't follow you. The ocean has a lot of good things to offer that balance the risks of a sin. You can harvest ink from a squid, and go fishing for food. Clay and sand are abundant here, and a lot of loot can be found in ocean monuments. For diving, consider making a potion of Waterbreathing. This will allow you to spend more underwater, but you will have to find a Pufferfish to make potion. Potion.

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