

Guidebook

A curated guide for adventurers of the Everwild

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Setup

Hello there! If you've made it this far, there should be some things you've already done, but just to make sure here's a quick refresher:

- Read and know the [Server Rules](#)
- Make a quick introduction for yourself on Discord

Once you've gotten that out of the way, let's dive in.

The Everwild Modpack

Our modpack features over 80 different mods curated to provide an experience that expands significantly on the vanilla survival game, while remaining relatively faithful to the vanilla aesthetic of Minecraft. We've got information about the pack put together in a couple different formats, you can read through these at your own pace, or dive in blind and discover as you go.

Modpack Info Links

- [Modpack Feature List](#)
- [Full Mod List](#)

Getting the Modpack

I recommend using either [Prism Launcher](#) or [MultiMC](#), however the [Modrinth app](#) is also fully supported (it just has ads.) Once you've got a launcher of your choice installed and logged in, you should be able to create a new instance using our modpack. This is going to look slightly different depending on which launcher you've chosen, but generally:

1. Create a new instance
2. If you're using Prism or MultiMC: Find the "Modrinth" tab to search for our modpack
if you're using the Modrinth app: go to "Discover Content" to search for our modpack
3. Search for "The Everwild" and install the latest release version for our server
4. You're good to go!

If you'd like to directly download the .mrpack file to use yourself, you can find those online on our [Modrinth](#) page. Only use this option if you know what you're doing.

Getting Whitelisted

Our whitelist is managed by the Discord integration mod, so you'll need to link your Discord account to the Minecraft server. You can do this in the #bots channel in our server, and your Minecraft client.

1. Launch Minecraft (running our modpack) and try to connect to `play.everwildsmp.com`
2. You should be disconnected and given a code to use for linking your account, copy down this code.
3. In our Discord server, use the command `/link [code]` using the code you copied in step 2.
4. The Discord bot should confirm that you've linked your Minecraft and Discord accounts.
5. You can now join the server!

Whitelist is available to invited Discord members only. leaving the Discord server will remove you from the whitelist.

What Next?

I'd recommend reading the next page in the guide book, personally. ;)

First Steps

Whether you're a Minecraft regular, returning after a long time, or just joining in the fun, this modpack can be a bit overwhelming. Here's some suggestions on how to survive your first few days in the world and start exploring what The Everwild has to offer.

Getting Orientated

When you first spawn into the world, you'll find yourself at Spawn. Take a look around and see what you can find! There's plans in motion right now to develop this area into a growing shopping and social district, but there's at least one nearby building for you to take shelter in if it happens to be night time.

Once you've found safety, hit **M** to open your world map and take a look at what's around you. The scale of our world is much larger than the standard for Minecraft generation, so don't be fooled by how close things might look. Pay attention to the coordinates on your map as you look around.

Get Geared Up

While you can certainly dive into the modded content right off the bat, don't forget to get your hands on some food and basic gear so you're not dying right away. Spawn should have some basic farm goods available, but you'll have to venture out on your own to find more resources to get the rest.

In addition to the standard Minecraft survival basics (some tools and armor, food and torches,) you might want to consider crafting a backpack pretty early. This expands your survival inventory (and even more with upgrades) and allows you to sleep on the go. The extra mobility is going to be helpful as you look for a place to set up your base. You may want to consider setting up a survival shack to start out from before moving too far out in the world.

Early Game Tips

- When you're setting up livestock farming, keep in mind the Feeding Trough mod, which allows you to automatically feed nearby animals
- You can negate fall damage if you manage to hit your combat roll timing just right. You've got just a few frames of invincibility, so don't miss
- Graves expire after 8 hours, and are only protected from being accessed by other players for the first 15 minutes they exist. Make sure to collect your goodies before they explode.
- You can automate much of the game using Create, but the mod is best used as an accent to your existing build plans. You can learn more about Create through the Ponder Index, accessible from the Pause menu by clicking on the wrench icon, then Ponder Index, or by

holding W over various items in your inventory.

- Spectrum starts out when you touch your first geode, so go break some rocks. The book will guide you from there. Don't look too far ahead though, or you'll ruin the surprise. As you progress, you may be contacted by a faction on our server to guide your way through the magic of color.

Updating The Modpack

Since MultiMC and Prism Launcher don't offer built-in update methods, updating our modpack on either of those launchers is a manual process. The steps below will help you preserve your map data and other settings between versions.

These instructions assume you followed the install directions in our [Setup page](#). If you've customized your install from that they may not apply fully.

Update Steps

1. Grab a copy of the latest modpack. (You can do this by following the instructions for [first time setup](#) if you need them)
2. In the MultiMC launcher, with the old instance selected, click the **Minecraft Folder** button in the right sidebar
3. Copy the following folders and files using Ctrl+C

File or Folder	Content
options.txt	your keybinds and other settings
config/	mod configuration settings
Distant_Horizons_server_data/	your LOD data from Distant Horizons (extended render distance)
emotes/	If you've added any custom emotes, they're in here
screenshots/	Preserve your screenshots!
xaero/	your mini-map and world map data

If you've added any custom resource packs or other assets, you can also copy those at this time.

4. Back in the MultiMC launcher, with the new instance selected, click the **Minecraft Folder** button in the right sidebar
5. Paste your copied files into the new instance folder using Ctrl+V