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.

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