

# MINECRAFT

## Minigame How To Book 1: Cake Attack!



# **Minecraft Minigame How To**

## **Book 1: Cake Attack**

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# Introduction

## What is Cake Attack?

Cake Attack is a single-player mode Minecraft minigame made from command blocks (just like One Command Creations) that plots you against a horde of zombies, while you have to eat all the cake. You'll improve your command block programming skills and have fun at the same time!

You have hunger and have 5 minutes to eat every slice of cake on the field. In the center of each cake pile is a zombie spawner. You have to fight to stay alive while trying to eat all the cake!

This book is divided into three levels of difficulty: Beginner, Intermediate and Advanced.

1. BEGINNER (2 command blocks): How to make the non-automated game. If you build this first, it will help you understand the game. You'll have to keep time yourself and make yourself hungry.
2. INTERMEDIATE (add 34 command blocks): Adds automated timekeeping (24 command blocks) and kits (10 command blocks) to make it harder.
3. ADVANCED (add 34 command blocks): Adds automated mobspawner/cake setup (24 command blocks) and scorekeeping (10 command blocks).

## Things to Remember

- If you can't place something, shift right-click it.
- To get a command block, you must be in creative mode and have cheats enabled, then `/give @p minecraft:command_block`

## Not sure about something?

- Post any questions, comments and feedback to <http://minecraftlearning.net>

# Chapter One

## Difficulty: Beginner

### Setting Up The Minigame Manually (2 command blocks)

For all commands in this book, you can highlight, copy (Ctrl-C) and paste (Ctrl-V) into Minecraft. There is a lot of typing and copying and pasting will save you time.

1. In single player Minecraft, generate a flat world, start in creative mode and have cheats enabled.
  - a. If you need to go to creative mode after you generate the world, type into chat: `/gamemode 1`
2. Set the world up:
  - a. Stop mobs from spawning. In chat type: `/gamerule doMobSpawning false`
  - b. Stop daylight cycle: `/gamerule doDaylightCycle false`
  - c. Set time to evening permanently: `/time set 18000`
  - d. Clear all mobs: `/kill @e[type=!Player]`
  - e. Don't drop items when killed: `/gamerule keepInventory true`
3. Create an arena: create a 50x50 flat arena made with bedrock.
  - a. To help you do this faster, this will create a 50x50 area of bedrock at ground level: `/fill ~1 ~-1 ~1 ~50 ~-1 ~50 minecraft:bedrock`
4. Pick two places at least 20 blocks apart and place mob spawners.
  - a. To do this, give yourself a command block (must be in creative mode for this to work). In chat:  
`/give @p minecraft:command_block`
  - b. Right-click command block to open command block console and paste this inside:  
`/setblock ~ ~ ~ mob_spawner 0 replace  
{SpawnCount:1,MaxNearbyEntities:6,SpawnRange:4,Delay:200,MinSpawnDelay:300,MaxSpaw  
{id:Zombie}}`

c. Attach a button to the top command block (shift, right-click).

5. Place cake around the spawner - will require 8 cakes.

6. To start game:

a. Give yourself diamond armor and diamond sword

b. Go to adventure mode: `/gamemode 2`

c. Give yourself hunger: `/effect @p hunger 10000 12 true`

d. Press button on top of both spawners to start the spawning. Command block will be replaced by spawner.

7. Start your stopwatch/timer and eat!

8. Ending the game:

a. You win if you can eat all the cake within 5 minutes. Use a stopwatch/timer to time yourself.

b. If you die, you also lose. If you want to respawn, then give yourself hunger again: `/effect @p hunger 10000 12 true`

c. When you're done, go back to creative: `/gamemode 1`

d. Destroy mob spawners

e. Clear mobs and items floating around: `/kill @e[type=!Player]`