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## City skylines road building guide minecraft 1.12.2 free

Boats and Frost Walker boots are also a good form of transportation in this city type. The deeper within the city, the more urbanized the housing generally should be with larger buildings. Sovietesque: Center your city around a grand square for the city's inhabitants. this would require a different space for the city such as underground tunnels, high in the sky or space, or deep underwater. Everything is expensive. Build tables outside or inside so that customers can enjoy their meals on the premise. Mythical Location: The player could recreate some location from mythology, a book or movie series, a fairy tale, or a video game. Plans also have to account for what the project's future use is, who will view it and what will those viewers' needs be. Food Market: A place where you can buy any kind of food. I - M[] Igloo Village: Make a village out of snow, Packed ice and blue ice. The player could also use less light to make the sections appear dark. Maze: Make your city a maze: hard to navigate, easy to get lost in. Salary: Charges by the weapon. House types[] See also: Tutorials/Shelters Note: Buildings instead of using the ones in the list can make your city look more original. Penthouse apartment: Singular or nearly singular nice apartment on the top floor of a high-rise building. Lodestone A place where players can adjust their compasses with a lodestone so they can easily find their way back to the city if they leave. Wasteland: This is best to build in the badlands or desert biomes. Anarcho-capitalism There is no government; rather, corporations and individual players make all decisions, and enforce them with privately funded police forces. A city inhabited by hostile mobs will likely be a very dangerous place, so it might be a good idea to add some warning signs outside the city and possibly even surround it with walls. Have a dispenser that shoots fireworks connecting to both trapped chests. A piston with a redstone torch under it can also be used as a table. Build large disposal furnaces that you can burn waste (or execute players) in. Gym This is where you could work out. Some stores to add to your Mall would be: Building Shop: This shop sells common and exotic building materials such as stone, cobblestone, brick blocks, glass, glass panes, nether bricks, obsidian, wood, planks and bookshelves. Instead of large buildings and roads full of expensive materials, the city might be filled with smaller huts, slums and shanty towns squeezed into each other and made with simple resources. Should wind around anything that requires more than a small amount of pickaxing to destroy. If there is a stronghold located within your national park, you can dig down until you get to the stronghold and then add ladders or stairs so people can get there. Animal Handler: Works with tameable animals. Getting started[] The player should start planning out where a couple of large features of the city will go before they begin building. Have a butcher villager work there and sell the meat. Rebellions start frequently in this system. Note that you can't create an end portal in survival mode without cheats. Ender pearl launcher, you can do that and allow your citizens to travel large distances. Apartment Building containing multiple apartments, almost always located in a city. Any unused bits can be incinerated or stored. E - H[] Ecumenopolis: Turn the whole world into a ecumenopolis: Turn the whole world into a ecumenopolis (read: an extremely big city), stretching from bedrock level to the world height limit. DJ: Someone who works at a disco and is in charge of the music. Make your city hall/capitol in the middle of your maze city. Can be any reasonably walk-able steepness (up to 1/2 slope, otherwise, it is more of) Gravel/partial cobble path: Recommended material: Gravel, or gravel with a shovel or axe in less than a minute, and certainly shouldn't bridge anything unnecessarily. 5 Cobblestone = 1 Glass Block) and farm materials Wood Planks/Logs: This is a good all-around easy to use currency, and it has a definite and well-defined value in crafting and building. Super-tall Skyscrapers If you are building your city in superflat, you can build extremely tall skyscrapers. slimes as aliens. Then they can ensure they and any other players can begin building the structures. Add crazy experiments and (if legal) you can use POW's (prisoners of war) as test subjects. Fortify the city with walls and outside the walls put ditches filled with cactus. Adding options for travel along different roads such as minecart rails, ice lanes, or even just fences to tie horses to can increase the efficiency of roads. Dump A place to place your useless blocks in. If a rich player becomes poor, they join the many other poor in the outskirts of the city where they are then forced into work. Make multiple cities, with roads connecting them. Departure/Arrival Gates: Where to wait for and board your flight. The middle block use redstone. You can also tell the workers to use skins suitable for their jobs. Mine Build ladders down to layer 12 and let people have easy access to ores. Lighting should be remembered throughout the build. Possible limitations might limit the material, color, or rarities of blocks used. Army: Uses weapons for hunting rogue players, mob armies or even enemy armies! Should have stone to diamond ranged items. Should not be too steep. You can mix and match multiple types. Hydro - Build a dam near a large reservoir. It can also be a place from a video game, TV show, or book. A shack Shack or hut: a small structure meant to barely / almost accommodate the basic needs. Only becomes steep to go through mountain passes. If you are using Creative mode, the "Snowy Kingdom" Superflat preset with a few extra layers of stone is ideal. Island: Find an ocean in the middle of nowhere, or use the water world in Superflat and reduce the amount of water. Check-In: Where players can check-in their "boarding pass". Give them a reprieve OR, 2. Some shops work better mixed in with residential zones. Also, if you use a books signed by you as a currency, your citizens could never farm or obtain illegally the currency, and it would be very useful. Every decision is voted by the public, if the decision does not get more than 50% vote, it won't be pass. Netherrack and magma blocks are good for this purpose. City Themes[] A - D[] Historic Setting: Using a style based off of historical places such as ancient Greece, ancient Egypt, ancient Rome, native American villages, English colonies, Wild West settlements, medieval cities, or prehistoric-style can allow for citizens of a city to get all types of items and services without having to specifically work for each type of item or service. Specialty Roads[] Clay Road: Recommended material: Clay or terracotta. Lighting[] One light source for a metropolis is lampposts. Block Limitations: To force more creative use of specific blocks (especially important since using fewer blocks improves the quality appearance of a build), the player could force themselves to only use specific blocks or to not use blocks that usually show up in their builds. (This shop may also have a higher price than specialized shops.) Music Shop: Sell rare music discs and jukeboxes for a high price. Then, use ladders or scaffoldings to travel across the city and make the buildings stick out of the tower. Feel free to cut away absolutely any plant life, but limit pickaxes to flattening hillsides for road to be placed on. Then add other more important buildings scattered across the city plan, like big commercial centers, airports, municipalities, stadiums, or anything that comes to your mind. Disorder: If the player makes certain areas disordered while creating them, they can add a special story to parts of the city and make something unusual. You can even make the city flying and "supported" by giant fans. You can also build the city in the End for more realistic "space", but this will prevent you from building the wormholes, as Nether portals don't work in End, and the Endermen that spawn there will ruin everything you build there, unless you use commands to prevent mob griefing. You need to hire astronauts. Use target blocks for normal targets, and if you want, you can have mobs riding minecarts for moving targets. Make the things that are in front of the avenue bigger (instead of a house, an edifice, instead of a shop, a market, etc.) Finally, you can add your own touches to the city, changing things you don't like or adding things you like more. Tropical Island A perfect vacation spot which only needs a boat dock or bridge to the mainland. Be sure to keep iron golems around the village or else your village will become a zombie village! Venice: Make your city have canals of water or lava for roads. They can be made with things like bricks, wood, etc. Have a practice fighting area and a parkour challenge. Build walls with quartz, red nether bricks, nether wart blocks, etc. 5. Have lots of anvils in it. Use minecarts with chests to send food to the counter, and automatic farm where it all comes to a single collection point. Leads to totally different governing styles over short periods of time. A functional station with actual trains will take some redstone skill and time. Bans only if they do things like griefing, hacking etc. Flame City Make a town and set it on fire. Some might have a way to practice magic or perform sacrifices, Gather players to be priests or use cleric villagers. Sea Roads: Build a small road across the oceans and use dolphins to increase your speed! Teleporting: You can now create redstone circuits which activate console commands with command blocks. Poorer people have to live in the nicer part of the city away from the wall. If the metropolis will be used for a multiplayer world or custom map, the player probably should be careful to not use blocks in their builds which players can easily break or grief. You may have a menu. Use dark and dilapidated-looking materials for buildings. This can be combined with the dance floor to make a night club. Then, the owner (with redstone knowledge), can build a working vault with combo lock and message the player when they have finished, so the player can access their vault. In Nether or End, it might be a good idea to place a lodestone near the return portal. Make all of the buildings dome-shaped, and place snow golems and tamed wolves around the village for protection. Have a librarian villager work there and have authors write in book and quills to buy or borrow. Cobble/Stone brick path: Recommended material: Cobblestone or stone bricks. Biome Dependent: A city's features could be directly based off of its land. Lottocracy No president, no ruler, all decisions are shared to the public. Smelter: Someone who is paid to smelt materials. For instance, the person with the most diamond equipment could be considered the strongest, but this can also be extended to control of territory, influence over the population, etc. Auditorium A place for people to gather and watch something, like a concert, speech, etc. Doctor: Looks after injured or ill people in the hospital. Bridges and tunnels can be built whenever needed, and no bridge type or tunnel is too expensive or extravagant for something like this. Incinerator Build a chamber open in the front and add lava or fire at the top, then allow citizens to throw their unwanted items into it so they can be incinerated. For example, fill any wells, rivers and ponds in your city with lava. Can have yards or farms surrounding the house, usually very big. It should be able to seat a lot of people. Cook: Prepares and provides food. Broker: Sells used goods for fair prices, and accepts anything worth putting a metropolis of their own to be an outstanding project, though it should be remembered that building a metropolis requires using a large number of resources and a lot of time. A freeway is a road designed for high-speed vehicular traffic. Salary: Sales profit. If anyone doesn't like the city, they can just leave, since there is no government. Vertical: Build a huge tower out of any material you want. You can have enrichment to show off the mob's natural behavior, such as areas for dolphins to jump between bodies of water, prey animals for foxes to pounce on, or flowers for bees to pollinate. If each of the floors. Usually, long, wide "highway" type roads are as straight as possible, as cheap as possible, and require the least amount of terraforming possible. Townhouse: Usually 3 stories of roughly equal size with essentially no yard. Make it unicameral or bicameral or bicameral. Whilst ruins usually are abandoned, they don't necessarily have to be. You could build two: one in space and one on the ground. Put pretty things like flowers, and make the whole population passive mobs. Add an iron door to the entrance and put a wall around it with a button, so players can access a room with an authority. This helps other builders, and yourself, to make creations that "fit" together, instead of a random mix. Merchant: Buys things from the people that make them or creates their own goods either way they sell them to the public. Use bricks or wood, preferably in stair form, for the roof. For transportation, you could build connected nether portals in the city, and the mainland. Story Make your city have a secret backstory, some hidden evil lurking in the darkness, and maybe even recruit some players on a server to role-play for the citizens of the city. Make sure they are trusted or you could lose a lot of money! Bar Tender: Serves drinks to players at a bar. Ski Hill Build paths down mountains and hills. Infrastructure fitting to the theme of the metropolis should also be a group of people rather than just one individual. It's efficient, safe and useful. If you plan on including villagers in your city, you'll also need at least some houses that are suitable for them. Be sure to make it stand out from the rest of the settlement. Place these near the walls to protect the outpost. This apartment is likely to be cramped, but also cheap. Make sure no healthy food goes in! Local Shop: Sells everything, but junk food (cake or cookies, maybe pumpkin pie). Have plenty of temporary weapons for rent in the "arena store" or whatever you want to call it. This is a great way to transport mobs! Command Hub: High above the city, place a platform with command blocks on it. Add a chorus plant farm, a harbor for end ships and hights. Don't forget to light it, as otherwise, the sewers will become a dungeon. Department Store/Mall Make a huge building with many floors that sell different items. Build lots of cells and lock people inside. Also, remember that spiders can climb walls. (Salary paid per day.) After you have built your city, you may want citizens to work. The buildings may be made of grimy metal and stone and there could be a limited number of buildings that are not for work. (If you are using the latter, you must give them name tags to prevent them from despawning.) Make sure that the people who are in your city can't release the monsters. Modern home: A modern homes (takes a long time!) make them out of lighter materials, and add dashes of color if necessary. Also, here Oak and Birch leaves value less because they are more common, and Nether leaves value more because you need to go the Nether to get them. Next, start filling in the blocks, with the things you want to put there according to the district). You can have dark caves right under the city, which produce ambience noises, or use command blocks to produce them. Be careful, as the wild ocelots will despawn unless nametagged Racing Stadium Have an arena of various shapes and have racers who have carrots on sticks. This would be a building under heavy guard, with chests filled with swords, bows, arrows, and armor, all of the various tiers. If you want to add a touch of Dr. Seuss, place down some alliums to represent Truffula trees. If you must go over a hill, gently slope the road with stone slabs. You need 3 hoppers, 1 furnace, 6 (or 3) chests and 2 levers. Currency[] Note: The use of currency[] No hackable with creative mode server builders. Build your city in a giant underwater glass dome. Invisible City: Make everything in your city made of glass blocks, glass panes, barriers, and/or ice, with no doors for your buildings. Use end rods for lighting. Unusual material: Build your road out of an unusual block, such as ores or wood. Small to large stores can be nearby. Should be direct, efficient, but cost-effective as well, tunnels and bridges are fine, but only if they are needed. Lots of land nearby, but rarely does the resident officially "own" it. Flying Machine: You can make a flying machine, or use Slime Block Machines. Professor: Someone to teach techniques in mining, construction, redstone, etc. Syndicalism A potentially more workable way of anarchy. These could also be the warehouses used in the communism system. For more tips for constructing walls, see Tutorials/Defense#Walls. Realistic House: Blocks like terracotta and bricks can be used to make a realistic modern house. Hall of Crafting Create a large building with displays of crafting recipes. For most themes, the easiest location to build would be somewhere that is generally flat as it removes the need to clear-out large areas. You can also have "power lines" made of tripwire running from the plant. Since different mobs live in very different environments, it might be easiest to make the entire city devoted to just one or two mobs. Builder: Someone who builds buildings and structures. Impoverished: This is an interesting challenge, as instead of building a city filled with the rich, this land can be filled with poor people. To start, roads tend to be direct, fast, smoothly curved routes. Plan a green area in the 100 blocks, or maybe a river. If there is a 30-meter wide circular crater, sweeping around it smoothly is usually better than bridging it. Demolitionist: Someone who destroys unwanted buildings. Capture the Flag Arena Have a 41 by 20 area split in the middle with a wall using pistons. You can make a subway or overground railway to get people around. Remember to have it maintained and block all griefers. Butcher's Shop Make a building with the front having a counter, and in the back have furnaces to cook meat. To start your plan, you can make the outlines with scaffolding, wool, terracotta, concrete, or any other easy-to-collect blocks you have in large quantities. An interesting twist is to have the buildings hang from the roof of the cave. With slime blocks, you can also make a functional aircraft. Most of the largest cities should have one. Be sure to have plenty of light! DIY (Do-it-yourself) store: A place where you can buy things that are, DIY related. Keep it as flat as possible, even if terraforming is needed, it may be small, but remember, thousands of people, rickshaws, pigs, horses, cars, chariots, carriages, magic carpets, elephants or pod racers use it daily. Mob Town: Creating a town for non-human creatures can add extra creativity for a build. If you want, you can even sell spawn eggs (Watch out with the hostiles) and golems (iron and snow). Add smaller villages and farms outside the larger cities. You could add "tumbleweeds" (a bunch of dead bushes). Militaristic: Make a huge city surrounded by a wall made out of a highly resistant block (bedrock, obsidian, etc.). Goes nearly straight, never exceeds about 1/8th slope, obliterates or bores through anything necessary excluding centers of cities or enemy territory (then wars are fought over its construction). If you want, the tracks the platforms are next to can be sidings so trains not stopping at the station can pass by. If you can fit creatures inside down! Use the flip shader for help. Add some parrots and dolphins to make the port more lively. Should wind around any obstacle, even small trees. The redstone may be complex, and the city may look messy, but it would provide for an amazing surprise to anyone trying to attack you. If you want a more militant country, build huge walls around the borders, build many large military bases and add battle damage or wipe entire cities off the map with TNT to make it look like they were conquered. Junk Food Shop: A junk food shop will sell cake, cookies, pie, and burgers (steak + 2 bread). For a more realistic hot tub, place soul sand at the bottom of or under the floor of the pool, so it creates bubble columns in the water. If you're playing on a server, constantly attack and overtake other cities, villages, or fortresses. An example of a forest city Generated Structure-Based: Find a ge make certain zones should ensure that the build fulfills the needs of any actual or imagined residents of the metropolis. Boats or Striders can be used for transportation, Also, if you use lava, avoid flammable materials in buildings. Also, have 3 bows. You can also add archer towers if you want. Minecart Remover: If you have an underground railway then you do not want carts all over the place. Though this has little practical purpose after the introduction of the recipe book. There are several islands. Also remember that Endermen can despawn over time, unless they are named with a nametag. Ideas: Add mobs bounty hunters and guards and turn it into a "game". Building interiors are something the player may want to work as well. For some extra realism, you could add a chimney with a campfire near the top so that smoke comes out. Real Estate Agent: Buys and sells houses. Since there is no government, there's no police force to protect private property. The player may also want to avoid overusing rare and hard to acquire blocks such as emerald, gold, and diamond since they work best as attention draws to areas such as spires, corners, or doors and not for main building materials. This road type can bridge moderate gullies, ponds, valleys, and small pits are good for rural areas and work well in flat areas. Then, put the map in an item frame, and you will be able to see where other players are! Tip: Hide this room. Minecart with Chest: Some players are willing to carry their luggage all the way to their rooms, but others, well, others don't want to haul their luggage around. If the player allows the city to develop into zones as it is built, the city will appear more natural. Wood Factory A place with a room full of trees, and above a glass ceiling to grow, also plenty of axes and bone meal. Preparation[] Before starting a metropolis, the player should decide on their project's theme, limitations, goals and tools. Such an area can be found through a variety of ways including finding a generally-flat biome (such as plains and oceans) or loading a different world type such as superflat or buffet. In a larger-scale city, it is also possible to construct interiors to the buildings, which is not possible in smaller scale. Should have clear lanes. Alternatively, you can use a server ban. Use street lights along a road to keep hostiles from spawning. Nobody likes to have a house with cluttered views of smog-belching factories, so make sure your industrial zone. Bonus if it retracts back into the ground! You can stop interiors from collapsing by placing carpets inside. Also works at the pet store and dog pound. Just in case the food runs out, there should be a room behind the counter for the kitchen with even more chests of raw food and ingredients and coal to cook the food. This should probably be done in creative, unless you have a huge amount of potions of water breathing or conduits to help you breathe underwater. Better established if a group would previously dispose of other mobs killing the passive mobs. You can make the park small or large. You can make the park small or large. You can make the most will be park small or large. fight in the arena, or publicly carry out the death sentence in this place (Makes the most sense if it's a dictatorship OR medieval themed.) Farm Have crops growing, with farmer villagers to take care of them. It is also advised to activate the End Portal. First of all, you can defeat all of the boss mobs in the Minecraft world, or complete all the advancements. Suggested size is around 14x14, with a kitchen, a living room, some bedrooms (at least one or two per floor), and a balcony. The houses could be a big flagship. N - R[] Nurse: Helps doctors and tends to patients when no doctors are open. It is recommended in extreme hills because of the near the ocean or a river. Cloud City: Build your city in the sky. Lots of people will be trying to hire assassins or even kill the king themselves, so be careful if you are the ruler! Total Anarchy There will be no government and therefore no laws. Salary: Pays by job. Just in case the food runs out, there should be a room behind the counter for the kitchen with even more chests of raw food and ingredients and an infinite source of water, with a bunch of furnaces and coal to cook the food, and some crafting tables for cake and cookies and bread and simple stairs, or you can do fancy spiral staircases. The city can be also built on a large platform on the top layer of water, so it looks like it is floating. Batting Cages Make a building , making it an ample size, such as 27 by 27 by 17. The Senate Chooses two players as their leaders (The Consuls) they only serve their position for a fixed term. Preferably at most 1/4th slope with very few bumps. Don't put tall mobs in! Train Station: Make a subway station with non-functional chairs and clocks, minecarts, and tunnels. Or you can do other things like making the price cheaper, if they give the carpenter some items to build with, if not free, if all needed items are given. Teeny Town: Make a little, tiny town! Make the whole population one-block-tall mobs and cave spiders, small and/or tiny slimes, small and/or tiny magma cubes, and silverfish. Suggestions[] Here are some ideas to help the player get started on their city. Remember, you cannot make any mines if you play on superflat, unless you customize it in certain ways. Pet Show For all pets Roads and pathways connect all the buildings and zones together and usually act to keep a sense of order to the space. This is not a very good idea since it will be faster to build and consume less resources, but a larger scale city can be more detailed. You can even have hostile water monsters, like guardians, in the aquarium, but if you have, be careful that they don't attack the visitors or other animals. Have four hospitals outside the city walls, one on each side, to take care of injured or sick people. Typically 3 to 11 blocks wide. Terraform any and all hills, this should absolutely be no more than 1/6th slope with very few bumps. Zombie Apocalypse: Make your city look like an apocalyptic city with ruined buildings everywhere. A - D[] Actor/Actress: Works in plays. However, following the palette isn't always necessary, as different-looking buildings can make your city look more varied and interesting Planning can be anything from a simple bullet list of materials needed to a full-scale blueprint of all the aspects of the metropolis. Some might work best using the vorte overlook the city. When editing, keep the buildings list in alphabetical order Building an invisible city is pretty risky though, as you can't use any lights, so monsters can spawn in your city. Having the city underground can even add a third dimension to the maze. Use "chairs" and make people who work there wear hairstylist suits. Jail When people break the rules, you could send them to jail. No walking or parking is allowed in freeways, so allow only people riding pigs or horses to use it. Be sure to include a way for players to get back to a starting point if they fail a jump. Makes major decisions for the city. You can use command blocks to inflict the Wither status effect to anyone who comes too close to the reactors, to simulate the effects of radiation. Destroy spawners in dungeons and operate a first come, first served policy. Big House: A beautiful house with rather expensive materials (such as quartz). Set up ticket booths and charge people, allowing them to drive the minecarts once they pay. You should use /gamerule doDaylightCycle false, and then set the time to night, it looks even better if it happens to be a full moon or new moon. Ruins: The city could have sections that feel old and forgotten, or at least not maintained. Or how about a huge statue of your skin? Stairs: Make stairs leading to the floors. Plus, you get to brag that you have a use for furnace minecart. They're typically made from wood and are usually single-story structures that aren't very large. It is also possible to make the entrance an underground tunnel leading to the sea level. City/Town Hall This is probably the first building players usually make when building a metropolis. General The highest ranking officer of the army, who leads all the other troops and answers only to the leader of the nation. Entrances and exits should be provided only at intersections that connect to other roads. Another way to do this is to build lots of small domes, or otherwise normal, but waterproof houses, connected with cleanlooking or transparent blocks. . Use shulker boxes and ender chests for storage. Make the walls as strong as possible. Stadium Have a big stadium where players can compete in sports such as spleef and paintball. It also helps the build stay consistent. You could use real gods or deities, or make up your own! (Example: make the citizens believe in the religion of Apollo, or the religion of Intreksino). Coal: This is a very helpful and obtainable resource, making it a perfect currency. If (somehow) they survive then either 1. Hugely customizable, with many unique designs. If you think that the player is experienced (both in terms of skill and actual XP points) enough, then it is possible you can recruit them for a guard. Try and create a grimy, dirty, polluted feeling around the city as a whole. For an automatic lighting system connect a daylight sensor to a NOT gate, and then a redstone lamp. You could even build a huge political complex around it with a secret service headquarters, embassies for mobs or other cities or servers, and of course, parking for everyone. Breeder Make an Industrial Farm and agricultural rooms with chickens, pigs, etc., and when necessary, kill them for meat. Gladiator: Battles mobs or other players in the arena. Another way is to have a button in the fire station over the redstone torch connected to dispensers which will flood the house with water. The needs of villagers are different than those of a couple of friends. Salary: Varies by the size of road and amount of snow. Salary: 30 emeralds. Or make a clock tower, or track your resident's movements, or have a floor for blocks, armor, food, and mob drops, etc., for different prices. You can build a large building for the government (You may not need it). Netherite: Netherite is the best multiplayer currency, it does not burn in lava, their value is well defined, they are very rare, and they are very rare, and they are not farmable. Containment Useful if your country is in anarchy or high unrest. A centralised bank to provide a currency and to monitor smaller banks. 1-2 lanes equivalent, a small sidewalk or possibly not, purely houses nearby. You can hold festivals, build statues and memorials, or you can even make the citizens in your city that kind of mob! Mutant vs. It is also a fantastic place to place a community end portal, nether portal, elytra launcher, and other contraptions. Bank People go here to store their money. If you need to build an important building, like city hall or central railway station, you can host a design competition where the winning design gets built or is moved to the right place with WorldEdit or structure blocks. Make a building, like city hall or central railway station, you can host a design competition where the winning design gets built or is moved to the right place with WorldEdit or structure blocks. Make a building (size depends on the kind of school — for instance, an elementary school would be small (20-50 blocks), while a college would be much, much bigger (150 to 300 blocks) and fill it with desks, chests with an apple, feather, or something else school-related in an item frame. You can place zombie or skeleton spawners under them if you have access to creative mode or cheats. Make a small building far from the city and hire guards to kill intruders on sight. Be creative! Also, make sure you build a sitting area for the protocols! Invite your citizens to the protocols! Invite your citizens to the protocols! Invite your citizens to the protocols and talk about government changes, e.g., higher taxes. Scrap Shop: Where players trade in beaten armor, damaged tools and blocks they have no use for, then the owner sells them to people who can't afford full grade armor. Curves at all costs. This is an example of a hotel room in Minecraft, albeit a rather small one. Here are some ideas: You could make a series of TNT launchers to work as elevators. to higher levels of your city (remember to make with block resistant to explosions). Have cages and maybe a barnyard for the farm animals like horses. War Build forts, bunkers and wage war against castles full of traps, monsters (creepers are not recommended), other players and challenges. Suburban house: At least moderate-sized, usually gets a little bit of all mid-quality materials. Include various prizes, such as rare blocks, and make sure to have a few judges. Cobblestone Plant Make a factory that produces cobblestone by the thousands! Dance Lounge Have a multi-colored blocks for a dance floor and use bright lighting (whatever you want to do with it). You could sell animals as well. Feudalism There is a single ruler, they rule everything. Popup City: Use redstone to make the city pop up out of the ground. Be creative. Make the command blocks teleport the passengers to the requested destination airport. It's your decision, but if you make it a kill shelter then you should have a certain timeline posted on a sign at the front of the building telling visitors how long you keep animals before killing them. This is usually a part-time job, but not always in a large city. More complex version: Have people have a simple account by giving access to an ATM (ender chest). Perhaps build a zombie village monument if you want to pay respects to all the villagers that got infected or killed. Olympic Games Build a massive stadium with different racing and hurdles events. Author: Writes books and trades them to players. Attorney: Also called a lawyer, this person can do one of two things: defend a convicted person, or convict a convicted person (no pun intended). Good currency is usually something with practical value that follows a non-finite standard to prevent inflation. If you want, you can quarantine them. Build different types of aircraft classes. Forest: Build your city in a forest, but rather than cutting the trees down, build your city on top of them, construct some hollow giant trees with logs, bark, stripped logs and stripped bark blocks and build inside them, and make buildings to hang from the trees or wrap around them. Have lighting, and mob spawn egg dispensers or mob spawners for the different times. Add lots of rooms for top-secret projects and make sure there are no windows at all. All land is owned collectively, either by the government or by equal groups of players. Bungalow: A one-floor house, but very broad and square, consists of very few rooms such as a bathroom, bedrooms, a hall, A basement, a dining room and kitchen. Public transportation hubs can create efficient travel. Capital[] A city really can appear to have more pride just by adding a capital area. If the player plans on building their project in Survival mode, they should ensure they have the basic materials they need to keep the project going, such as good tools and armor, food, and perhaps even a beacon or scaffolding. Add bridges as well. Head of Public Power: A person who manages a public authority. Floating: Make a city on the middle of an ocean or lake, as there is most space for this city type. It is best if a town can keep its theming, block choices, sizes, and areas somewhat similar between buildings. Potions Shop: A place for this city type. It is best if a town can keep its theming, block choices, sizes, and areas somewhat similar between buildings. where you can buy all kinds of potions. Make a floor plan, such as: Ground Floors 1 through 5: Mall/Shopping Center Floors 6 through 40: Apartments Floors 6 through 5: Mall/Shopping Center Floors 6 through 5: Mall/Shopping Center Floors 6 through 40: Apartments Floors 6 through 5: Mall/Shopping Center Floors 6 through 40: Apartments Floors 6 through 5: Mall/Shopping Center Floors 6 through 5: Mall/Shopp redstone signal in the building. Players can pay admission to practice deflecting the ghast fireballs back at the ghast. Other versions also support mods, but must use Forge or Fabric. Lava fits well to an underground city, and can be used for both defense and a light source. Easily over 200 square meter exterior with at least 1 bedroom per couple/individual and many additional rooms of all sorts. Most modern lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses typically have enough space inside to accommodate the lighthouses typically have enough space inside to accommodate the lighthouses are automated and unmanned, and not likely to have much interior space. belts where luggage is retrieved. You could go into the Nether and slay Nether Mobs and the Wither to find the end of the dungeon, a bunker containing a prize and a portal back to the Overworld. One way to do the lighting system is to connect daylight sensors to redstone lamps, or if the cave is close to surface, building a giant skylight out of transparent blocks such as glass . The best place to build this is the jungle biome, due to the abundance of trees there, but any kind of forest works. Barracks: A place where soldiers protect your outpost live. Certainly, any road that isn't at least about 7 meters wide shouldn't have 90-degree bends that are intended to run without stopping. Use snow or wool for buildings and use glass for streets. Not only is it an aqueduct to supply your town with water, but you can also have a nautical highway. Magician: Enchants items and makes potions. Normals: Randomly-picked citizens can be taken to strange locations or laboratories where they are given powers, like Unbreaking and Curse of Binding enchanted elytra, which will not break easily and will not be able to be removed. Put desks, chairs, a teacher's desk, chests with textbooks (written books), and a "blackboard" (black wool or black terracotta, or use the chalkboard if you're in Education Edition). Memorial What better way to express yourself than build a giant statue/building to someone or something? Void: Create a superflat world with the Void preset, then build a city just like you normally would, but with the buildings floating over the void. Before building, it's best for you to know what blocks to use in your theme. There can be chests behind the counter, you can hire people to work at the restaurant behind the counter, or the appropriate villagers could be placed here to sell food. It contains two beds, an iron door with a button, and several stacks of diamonds, and have made a city, consider modernizing your world. Make sure they're trusted or the drops may end up on the black market or get sold to another city to help their arms production. E - H[] Editorial A place where people create several books on guides, tips, crafting recipes, etc. Body disposal units: If a citizen dies or a test subject is terminated then these people take the equipment they drop and send it to a processing center. End Fortress: Build a massive version of end cities in the End using mostly the materials found there, such as end stone bricks, obsidian and purpur. Rustic/Farm: Use almost all planks and logs, with small holes in the walls made with stairs, make rooms irregularly shaped with 1x1 windows (holes in the wall). Put some turns and obstacles in it and you can have boat races! Or, instead of using water, keep it dry and race on pigs or on foot, with speed potions in the latter case. See also[] Color Themed: Make the entire city with one color or color scheme possibly also utilising particles or mobs of certain colours to contribute to the the theme. Most residential areas will keep houses spaced close together. Dig a 3×3 staircase (Not going straight down). Modern: Just build your city like a city you would see in real life today. Money Plugins: You could find a plugin that is for money, use that for currency. You can build replicas of real-life planes, or design something completely new. Fill a house with water buckets, lots of splash and lingering water bottles, armor enchanted to fire protection as well as potions of fire resistance, and horses ready to move out in maximum speed. Should generally be the equivalent of 1-2 lanes with 2 sidewalks, this could be anywhere from 5-17 blocks wide if sidewalks are included. The apartments might be owned by their occupants, or the occupants might have to pay rent. It could be worth, say, 20 Diamonds. You can add a lava farm and a lot of furnaces. Often gives advice to rulers. Then, the judge decides who is the winner, and that team gets their wish, either for the criminal to be convicted, or freed of all charges. Put a gate, command give items, and city law and rules to show to newer players to the city. Home-Shop: A shop on the other floors above inhabits the owner. You can also build this city underground, on the side of a cliff or a hole. It might be even necessary to build the city in another dimension. See who can get to the finish first! See the race referee section in the command block tutorial, multiplayer applications section. You can add Nether portals as "wormholes" to your city. Use to see the stars and the moon and the sun. Remember to keep the pets in cages, and optionally have a home delivery service. Have events like cats scaring creepers into a pit, and dogs killing as many mobs as they can. If players are caught dropping unwanted items on the ground, charge a fee for littering. Therefore, great currencies to use are emeralds and emerald blocks (which are worth 9 emeralds each). Dig 1×2 tunnels in your 3×3 tunnel for your miners to use (Optional: Pre-mine some tunnels). A skyscraper may host offices, retail spaces, and residential or commercial zone since their function is often practicality over appearance. Redstone Technician: Someone who builds many mechanisms are generally best kept further from any type of residential spaces. with redstone. This could provide a lot of fun for players on a server. For lighting, glowstone is recommended as it is currently the only light-emitting rock in the game. Embassy Make other peoples' voices heard! Build offices that represents another server, a nearby city, or even mobs like villagers, creepers or enderman Art Show Put endermen in a room of blocks they can pick up. Another idea is to make lightings from the clouds, or a rainbow. Games Build an area where players (the senate) that make the decisions. Iron golems fit well in this city, due to their robot-like appearance. Note that your first buildings will most likely end up near the center of the metropolis. Be creative with it! Gas Station A place to buy minecarts, carrot on a stick, and 'snacks'. Charge money to rent a canoe or rowboat and charge even more if it breaks. Make sure the trains are big enough so players can walk around in them but not so big it doesn't seem right (train carriages 5-6 blocks wide is probably the best option). Adding larger, flashier buildings to stick out in the city skyline gives the city a sense of power. These could vary in size from an enormous cathedral to a tiny shrine You can have an area for worship and devotion, or the carrying out of rituals such as Baptisms or Wudu. Large commuter street: Recommended material: Stone, obsidian, or other road-like materials. Also add TNT cannons facing outward beyond the wall, dispensers filled with poison or harming tipped arrows facing out, and armed guards patrolling everywhere. Hotel: A building with small rooms players can rent for the night to stay in. Players can bet on what pig they think will win and prizes will be given to winning riders and their mounts. Security Checkpoint: Have a long line made with fences leading to a body scanner and an ice conveyor belt that players put their items on. For a small station, you can just build platforms alongside the tracks (make sure they're far enough away so the train doesn't appear to scrape it), sheltere benches, a vending machine, a wheelchair ramp, a small single-level parking lot, and an automatic ticket machine. If the city was destroyed in a disaster might be still be living in the ruins. Make this tower very tall and wide. Peaceful Place: Make a city with passive mobs. Small rural gravel or partial-stone road Recommended material: Gravel or stone. Also see Tutorials/Train station. Whether it be a sport, craft, or trend, the city could reflect that through its decorations. Upside-Down! Make a giant ceiling, then construct the buildings literally from top to bottom. The city may need to be set in a specific biome or area such as underwater. You could also have some other transport system (like minecarts) to serve your city, but have a central airport in which you use elytra to get to other cities. Sunken city: Build a ruined city underwater. From splash potion jumping, to sniping with the bow and arrow. buildings, feel free to find the tone that fits better for your world or multiplayer modded server. Industrial Zone[] Mass production greatly decreases the space needed for many people to live, but it isn't the prettiest sight. If you are in creative mode, you can put a human head on as well to make them look more like humans. Try to have different types of screen like 'low class', 'medium class' high class' and (possibly) IMAX (huge proportions!). Remember that you can also write in books, that can be extremely useful. Restaurant: Sell water and milk for drinks and several types of foods. Then start building an island, or use a natural one and make the buildings look like they are in a real island city. In the fire station, you could have a wall of redstone torches, corresponding to the town's buildings, so when someone presses a fire button, the corresponding torch would turn off. Everyone must trade for stuff or get it themselves. You can do things such as wiring all the buildings, so they have electric lighting. Trap City: Fill your city with traps. The area can be decorated with statues and monuments. Cannot be made in The End or Nether cities, consider "Overworld Access" there. Guard Tower: Put guards up here with doors or trapdoors. Have a food bar selling "popcorn" (pumpkin seeds) and "cola" (milk buckets or potions). For this theme, you may want to limit the population to mainly workers. It can be a refreshing build as it moves away from the normal order most cities have. Furnaces work, too. Note that completely avoiding organic materials in construction can be very difficult, as many functional furniture, most notably crafting tables, are made from wood. As such, the city should have elements depending on the special rules of that dimension. Only used by nobles, politicians, celebrities and other extremely rich people. The fireworks should be different. Put meeting halls equidistant from each other on the streets, with distinct names for each one. You can have an auditorium and the city's archives located in this building. Basically, have an "airport" where command blocks and/or an admin will give players spectator mode so they can fly from the new airport to another. Be creative and do whatever you want with it. For example, 1 Iron Nugget may be worth 2 Cobblestone, and an Iron Block may be worth a Diamond. Those are not controlled by the government and you can do whatever you want there. Thief: Not very legal. Warning: The animals might die, so be careful! Make sure to heal them between rounds. After all, only they know which minecart leads to your room. To simulate pistols, you could give all the citizens crossbows with Quick Charge and Piercing. It's big, and ideal. Bridges anything but moderate-sized oceans. Using strong blocks for the walls is also a good way to prevent people from escaping. If there is any sign of a newform tyranny system, the public will vote to replace the leader. If you don't feel like killing anything, it would be advised to expand the shelter and add more cages as the animals will pile up more if you're not killing them and regaining space. This can be used for prizes. Once the food is cooked, it should be transferred to the chests behind the counter. Field Trip Hold field trips for the kids at school! You can take them to a museum, or even pay a visit to a nearby village and give them a small lesson on trading. Treasury/National Bank Holds valuable items or currency for the government. You can do this manually, have a room devoted to killing, or possibly automate it with red stone, levers, and tipped arrows. Power Plant - A large factory-like building that can be a variety of types, used to create energy, possibly in the form of a redstone signal. A corporation might be able to exploit its power to harm competing businesses. Buildings and Structures[] A - D[] Acropolis If you have an Ancient Greek city, find a hill, then permeate it with temples and religious complexes. Weapons License In a peaceful city, players shouldn't be running around murdering people! You can set up a system where anybody holding a weapon without a license is thrown in jail. Using a donkey or a mule also works. Try to find a color that matches the theme. Intercity Highway: Recommended material: Stone, obsidian, or other road-like materials. Transportation[] You need a method of transportation for your city to get around. Grinder operators: If you've built a mob or iron golem farm then these people can (if not automatic) collect the drops and put them on a transport minecart train. Have an authority send the minecart train. Have an authority send the minecart train. Have an authority send the minecart train authority send the minecart train. most importantly, animals, such as squids and all kinds of fish. A cheap alternative to making a massive minecart railway system. Have contests to see who can use this as an animal breeding ground or assembly base. If you want to, you can make it a sort of treasure trove or explorable structure. General Block Palette[] It is often advised that, for a specific type of construction, you stick to a specific palette of block-types, to make your city more organized. You can also use saplings, but be sure to put them in flower pots, or they'll grow into trees, which are far too big for a town of this scale unless you want a giant redwood forest. Arcade Build a building and make the walls out of colorful blocks and fill it with fake games made of iron, paintings, and signs. Salary: Varies by job. At your gas stations sell saddles, horse armor, wheat, etc. You could also add attractions such as caves filled with ores and charge people for a guided tour. Leader: Normally the ruler of the city. Musical Road: Recommended material: Note block, wooden pressure plate. Such areas are usually more expensive to live in, so rarer materials fit into the block high (including the floored). If each floor in the building is 3 blocks high (including the floored) the floored) areas are usually more expensive to live in, so rarer materials fit into the block high (including the floored). you could have up to 85 floors. These animals are given shelter, food, and water until someone comes to get a new pet. Solar - Use a lot of daylight sensors to create power. Regardless of how you do it, this project will be very time-consuming in Survival mode, and even in Creative mode will take quite a while. Use the beams they create to kill the squid to power your city. This kind of city might be quite competitive, trying to outsell or accumulate more wealth than other places. Use different versions of zombies as the residences. This is perfect if you have multiple cities as there can be a capital and every city can express their concerns and request aid. You may want to use illagers as guards. (So bridging a small river or stream would be fine, but lakes, not so much.) Should be 2 to 3 blocks wide. Banker: Works with a bed, chest, furnace, table and door. Fill it with water source blocks. To make building quicker and easier, the player may also want help in their project in the form of friends, commands and structure blocks or even third-party programs. Careful- it's crazy upside-down! Utopia/Amaurot A perfect city! Build in a square formation, with wide streets. Certain villagers (butchers, farmers and fishermen) can buy raw ingredients and sell prepared foods. Arena A player arena, a mob arena or both! . This is a very good alternative to a large hotel, if you want to save time. Use lava in places where water would normally be found. If you want, have a contraband list of things you cannot bring through security, like TNT, firework stars, fire charges, lava buckets, swords, bows, and arrows, and arrows, and use the clear inventory command to enforce. Wind- Build a lot of wind turbines in a relatively open area. Clothes Store Make a lot of leather armor, dye it custom colors, and put it on armor stands for players to trade. They house most of its population and are usually used for social gatherings as well. Maybe their wolf is causing too much trouble and attacking people accidentally. Note: To make it easier, try to visualize the city plan in your head, and try make it fit into Minecraft. You can build daycares for baby animals and villagers (although it'll be hard to get villager kids to settle down). Maze Mostly for people who get bored. Public Transportation and Transit Stations[] Since a metropolis should be quite large, efficient transportation is important to keep the city together. Village House: Houses which look like village buildings are simple to make in Survival, as they use mostly common materials like wood and stone. In this system a player will have to work very hard to achieve success. Could be elected, hereditary, religious, military or appointed by a group of individuals. You could even make it in a State or National Park, if you don't want visitors cutting down trees for wood. Try having a currency so people can buy and sell things in your city. If the students are exceedingly naughty, they could get suspended or even expelled! This is not a room you want to go to. Don't forget those safety goggles! Senate Building A place for all territory leaders to convene to make changes to their world and let their voices be heard. Users can (for a fee) write letters and send items to other users. Hydrobeams- Put a lot of guardians in a large glass tank and spawn eggs or a command block. Mainly used in taigas or tundras. Other shapes can be more difficult to build: circles, for example, usually require one to search for an online circle generator due to Minecraft's being cubes. No one wants to be greeted with an explosive fireball when they exit their house! Observatory Make a small-sized building (maybe 5×5×5) with a ladder in the middle and fences on the roof to stop people from getting hurt by falling. However, if you want more privacy in the rooms, consider using dark oak, spruce or birch doors instead, as they don't have windows in them. Materials to build your own thing in your house, and you should be allowed to order things too. If there is a tall mountain in the way, going straight up it is not likely to be cheap to make or easy to travel. Some shops can be added as part of a living space. The outskirts of the city should consist of large wheat fields and farms. Use flying machines and minecart subways for player transportation and an item transportation system for post services. Also, make more challenges, like nausea for the whole course. Cultural City: Base your domain around traditional architecture employed by a country or ethnic group. This works in most biomes, but the best place for this is the mushroom island biome. There are also multiple scales and types of roads with different qualities. An interesting tactic to try out, if you want to have actual trains, is to automate the fare collection process and make people drive trains. This tutorial should only be a reference, not a step-by-step lecture. Aqueducts Aqueducts are bridges for conveying water across gaps such as valleys, rivers or ravines. Note: Do not build this if your city is a Peaceful Place. Make sure they are trusted or they could try to poison the ruler. Add shrines and dungeons and maybe right in the middle of the city, you could add Herobrine's castle or a statue of him. This is where they can take their pets to give away. Jails are a must-have here because an admin may not be on if something happens so the police will have to do some work there. A good home for those who do not mind not much privacy and low security. Set up an embassy of pigs with other pig lovers to convince the government to stop the abuse. NOTE: This method will take up a lot of space, build it preferably underground (Think Gringotts from "Harry Potter"!) Bar Make a store that only sells negative-effect potions, such as potions of Poison. If you can think other systems of government, feel free to put them here! (Tip: Put the suggestions above this line, not beneath it.) More Ideas[] Here are more ideas for a metropolis that do not fit any of the previously mentioned categories. On each campsite, don't forget to create a fire pit with logs, enough space for at least a medium-sized tent. Parkour Area Test your parkour skills out! Place hard-to-jump to blocks, and place them in random areas. There could be a dark cave under the seats for monster sound effects, or a note block circuit or jukebox for music. Industrial: Build a city entirely around producing things from raw materials. Farmer: Raises crops and farm animals, and sells to villagers or store owners. What you do in it is all up to you. For more heavily ruined city, one way is to build a city in any kind of genre you choose, then use lots of explosives or fire to destroy most of it. Teacher: Someone who teaches students in schools about mining/crafting/brewing/building etc. Cafeteria: After many long school hours, this is where the kids can go to grab some grub. Make sure that the first buildings and roads are close in size and appearance to how you want the rest of the city to be. This city build is only for players willing to go to a lot of work and then basically destroy it all, even if it does look kind of cool, this might not look entirely natural however and manual detaling can also contribute to a ruined feel. These can have the sewers flow into a sewage treatment plant, unless you are building a medieval city, so the filthy water can be cleaned. Fountains can be used as a centerpiece, on roads, in parks, in buildings, etc. Blocks to sell at retail, or use them to build. N - R[] Nether to expand your city beyond the realm of the Overworld. Opposing directions of travel should be separated by median strips or barriers. Sometimes, the generated structure might need some modifications before being inhabitable, as some generated structures don't have light sources, might have monster spawners or traps, and might be even partially ruined. The player would need to figure out how animals or other creatures would live in a city environment. Special forces member An elite warrior trained to conduct special operations like hostage rescue or intelligence operations. You can put security features in place to prevent industrial espionage or stealing of the goods produced in your city. If you choose to make only one giant ship, you might fill it with animals of all kinds, to make it resemble Noah's Ark. Small rural stonematerial road: Recommended material: Stone, cobblestone, stone bricks Should wind around any natural structure or well-established construction. For extra security, you could place Guard Towers nearby to prevent people from scaling the walls. 4. Food Court: Nobody wants to wait for a flight with an empty stomach. You can also build large statues depicting other mobs. Make skyscrapers, train stations, apartments, office buildings, cars, and more! Movie Town: Make a city/town/village based on a place in your favorite movie or a movie that you liked. You could have windows in a non-moving airplane and using pistons, make blocks flash by as if the plane were moving. Have a huge building for the mayor, the mayor's assistants, and the people in charge of certain things (such as law enforcement, health and welfare, ...) A good place to put this is the very heart of your city. Public Park Set aside a large grassy area with lots of trees. The farming aspect of these items is not enough of an issue that these should not be used, however Bricks: The only practical advantage to using Bricks as money is that they look like Iron and Gold Ingots, making them recognizable as currency immediately. After it's over, winners' entries stay up (and, if you have WorldEdit or structure blocks, you can even move them somewhere else), while the losers' entries can be taken down. You can build the ground out of white blocks to look like clouds, and maybe even actually build it at cloud level. The places which are not safe zones, are anarchy, (civil) war, apocalypse, etc. Theocracy A form of government in which a god or deity is recognized as the state's supreme civil ruler. Craft boats and build giant ships. Different paths can appear to have different difficulties based off of the hill incline, bumps, and turns. Personal cook: A cook who works for important people or the ruler of the city. Carpenter Have a carpentry where you can purchase expansions onto your house, as well as have houses built or destroyed. Possibly, you could also Resistance to visit from time to time. You can also use mycelium instead of grass and gray concrete powder instead of sand because they look like ash (you can also use basalt as burnt logs). General Tips[] Roads[] Approximately 45 square meters internal area. Inn It could have an elevator, rooms, bathrooms, a lobby, even some miscellaneous rooms. Also tells passengers the remaining wait time and talks to the airport lander for accuracy, etc. They are not able to be farmed, a good thing for a currency, but are nearly useless except to builders of brick buildings. It is possible to make "rain clouds" by hiding water inside artificial clouds made, for example, from wool. An example of a suspension bridge. Elytra: Create several elytra launchers, each with fireworks, and let people fly to wherever they want. This could be similar to Fort Knox. Village huts both fit in this category. To cap it off, have the whole population be endermen, and, if you have cheats enabled, giants. Anything more than about 1/2 block up for every 3 blocks horizontally for long sections would be considered very steep, and other than in mountainous terrain, be limited to residential streets. Creative mode also gives players an ability to fly, but isn't recommended, as creative mode abilities can be easily abused. How to start a branch mine: 1. Salary: Depends how much the person that hired them pays; beware as they could double-cross you. Hide-Away City: Build the entire city out of blocks that disappear if a player is too far away from it. This will cause dripping water to appear on the bottom of the cloud. You could also put real water under the clouds, or make the rain out of blocks like individual glass panes. Add a large base of supplies at the spawn, then let them all loose! Law enforcement Add a set law enforcement such as regular police, the FBI or the CIA, for example. Build 'pumps' where you can get food for your horses, pigs, etc., (for transportation). However, the effort an Iron Farm takes may make it worthwhile as a currency Gold: Similar to Iron, but rarer. Aquatic: Use prismarine, with glass block windows and sponges as decorations Nether: Use nether bricks detailing like window boxing, and use lava and magma blocks for lighting. Repair Shop Make a store that repairs items for players, for a fee. It is even better if you use stairs and slabs to make it all look like broken masonry. Ores brought from the mines can be smelted and brought to silos or factories for storage or use. (Be sure to have high entryways so your residents can get in and out.) Heavenly City: Make the city seem divine using a bright white colour scheme. Armorer and weaponsmith villagers could be placed here. The theme may work best in specific biome and the terrain generations, and as such, the player will need to consider those things while finding/preparing an area. Build TNT cannons and build an army. Rougher textured blocks, soil, and plants can be added to create overgrown or damaged feels to city areas. Others may want to work on the project in Creative mode so they do not have to spend time gathering resources. Some areas may work best with tall apartments. Make broken vehicles and fallen trees, add vines or mossy versions of stone to the houses (stone if a house is made out of stone). One way to make a city plan is to follow these steps: First make (in your paper, drawing, etc. Might cause anarchy and constant fighting. Using normal ice is not recommended as it melts easily. these sections of would be divided into settlements with local governments which rule over one or two villages. As an extra measure, you could have a button in all of the houses to call the fire station, connected with redstone. Embassies Make other people's/mobs' voices/sounds heard! Think that pigs have a bad deal being ridden all over the place? Raise and breed cows, chickens, pigs, and sheep. In the next place? Raise and breed cows, chickens, pigs, and sheep. In the next place? build limit, or in the End, You could use a TNT cannon facing upwards to propel you to infinity and beyond! Remember to have a ground control and all the other stuff. Dig out a 1 block wide trench along the middle or side of your road, and place note blocks (with the desired material underneath, see Note Block) in this trench. Parliament If you choose to make your world a democracy, build a Parliament, Congress or National Assembly where player representatives can meet and discuss issues and vote on national issues. She may also prescription (like "Don't eat spider eyes"). Also, to make citizens happy, let them write their own books with book and quills. In a mall, have each store in a separate room. Leaves: As leaves are uncraftable and have 8 different types, leaves may be a good currency for your city. Highway System in your city. Highway System in your city! Make exits and entrances in the highway. Radar Center Build Have a lot of giant satellite dishes and control centers. The city might also be built inside a single, giant ship. Electric City: Use nothing but redstone! Build out of redstone blocks and use iron doors. Suburban street: Recommended material: Stone, cobblestone, or stone bricks. The other players can try to hunt down or imprison the 'mutants', which will lead to a lot of prison breaks. Swimming Pool and Spa: Where players of all ages can go to have a good time. Remind players to switch to far render distance and use spyglasses! Palace to consolidate your power and live. Dome City: Build your city completely out of domes. If the player needs help with finding a theme, suggestions are given later. metropolis based off of ancient or historical civilizations or settings can help the player understand old challenges and history. For this reason, roads should generally be created as needed and not used to force buildings to follow their path. You can also use a torch, as you can put them in houses. These command blocks can teleport the player to a new location with the press of a button. And equip yourself with weapons to defend yourself from monsters. Build "stations" with command block to the specified coordinates. This religion can include myths and legends about things, such as the ender dragon! Rubbish Bins In the streets of your city, you could have chests simulating rubbish bins. Make sure not to build with any flammable blocks, for obvious reasons. Building Up[] Consistency and planning are possibly the two most important things in a build. For some players, building Up[] Consistency and planning are possibly the two most important things in a build.

houses of nether bricks and some quartz. Because of this, it's best to build this city in Peaceful mode, or use the /gamerule doDaylightCycle false command blocks or an admin. If the citizens are players, commercial zones can create extra opportunities for player interactions. You could also build pixel art and statues with blocks and put them to your museum. The same bridge at night. Have places outside the town for slaughtering animals and washing. Adjust the pitches as necessary, and fill in the spaces between note blocks in more complicated melodies. Every country or group hashing. its own style of architecture, with East Asian and Western European architecture being probably the most well-known styles. Have government embassies in each faction base. You can even have multiple floors in a modular house, but having only a single floor is the most common. Have 2 trapped chests with your "flag". Customers should be able to order meals from a menu. You could add hoppers beneath and add a water flow or minecart, so it goes to a disposal center or lava. Make a road that is 3-7 blocks wide, keeping turns and slopes at a minimum. Place a few minecarts with chests between the 2 entrances in the hotel. Another indoor lighting trick is to put the light source under carpets. Figure out what level you want to miners to dig at. It could involve transactions, etc. A commercial zone can allow for lots of shops to be clustered together and for large stores to be neatly separated from the housing. Hotel Where players can sleep, among other things. Should wind around any other obstinate that is too big to remove. Rural house: Often big, but made of poor-quality materials, and rarely have much structure above the second story. Should be 1 to 3 blocks wide. Landlord: A person who owns a building, and rarely have much structure above the second story. VoxelSniper, and WorldPainter to clear an area. Save the Mobs When passive mobs invade the streets, call a group to keep mobs from making traffic jams and put those mobs in a farm where they belong. Build yourself a giant mansion. Preferably made non-expensive blocks (e.g. stone bricks). For extra décor, you could even build a car wash at the gas station! Glass Factory A large room with small rooms with many furnaces and glass manufacturing workers, you can also make automatic glass manufacturing workers, hoppers and furnaces. And when its full have workers collect the blocks and make them into something new or just destroy them. You can even go back to the time of the Neanderthals! Holidays Have special days to celebrate. This city type won't be very habitable, except for drowned. Minecraft has an infinite number of possibilities that you can do, that never run out. National Park Close off an area of your metropolis and leave it how it is, with various biomes, mobs and structures. Leaders in the government or in cooperatives should decide where to build new structures. As such, they may want to try using more common blocks. Spruce wood and gold blocks also look steampunk-esque. Council Member: Part of a group that rules the city or advises the leader. Then, give a player an item named 'keyname' or whatever you typed in the command. Some types of zombies, husks, drowned, zombifed piglins, or zombie villagers. Dictatorship/Oligarchy There is one player (the owner for example) or a small group that controls everything, Likely will be harsh and punish critics. Commercial Zone[] These zones are for trade such as through markets, shops, malls, restaurants, or grocery stores. Examples are chests, shulker boxes, item frames, and the glass only 2 blocks high as endermen cannot teleport through blocks that are shorter than them. 2. Restaurant Sell drinks and all kinds of foods. Plutocracy Special privileges to the rich while the suburban house, but more like 120-240 square meters area. Pet Shop Here, you can sell animals such as Axolotls, wolves, parrots and stray cats. Since Gold farms are harder to make, Gold is harder to abuse as a currency. If subjects die during testing, call in body disposal units. You could even get/make a resource pack or use maps that makes the painting "screens" look like real games! Archery Range A place where people can practice their archery skills. For cities inhabited by zombies, put a bunch of redstone cages that can drop villagers so zombies can eat them. Make sure to put a map on it to detect vehicles, planes, etc. Minecraft-themed stained glass windows in a cathedral Cinema/Theater Build a large building with a ticket counter and a hallway leading to the screen rooms. Campground Somewhere far from your city, you could make a campground! A campground is a place with many sized "campsites" that customers can set up "tents" (triangular structures made out of wool) on. Have a trusted person work there and have vaults deep underground to store their gold and diamonds (you can also use dried kelp blocks to represent banknote or money stacks). A lake or a river would look nice, so try to build it near one of these. (This doesn't mean flattening mountains — just small hills.) Should be 3 to 7 blocks with 3 stacks of 20 arrows. As you may see, we have made a system for your currency. Clan Battle Have groups together under a clan leader, ideally with clear ways of distinguishing one another. Then you can draw the shapes of your areas or districts. It also adds a personality to the city, since it can be somewhat seen what is important to the citizens of the metropolis. For large stations, feel free to take inspiration from large stations in the real world (eg; Chicago Union Station or New York Grand Central Station). Government Buildings are far more useful in Multiplayer, but if you want you can build it in Singleplayer. One thing that is illegal, however, is killing anything in the town. Connect the cities with roads or a minecart network. This means making it impossible or hard to get in or out. As for the roads, you can use over-hanging bridges to connect the buildings, or you can use a Railway system. You could also add Iron Golems for some added protection help. Fire Station Griefing protection is first and last, but your wood constructions need a plan B. Don't forget weapons and armor! Have a chest for them to put mob drops in Walls should be tall and made out of sturdy materials like stone. Jobs[] Note: Most jobs can only be done in multiplayer because mobs do not have the required AI. You could also create embassies for servers or mods. Make sure no poisonous food gets in. (Note: Only possible in Bedrock edition.) TP Hub: Use Command Blocks with the /tp [coordinates] command to make a TP Hub for fast travel. Have harbors at every island and make buoys in the water with signs directing people to other harbors. Spy/Private Investigator: Uses potions of Invisibility to spy and looks through the chat, to find out about a player for another player. Build a 'rocket' to explore the universe. Fitting such a theme adds a unique element to the metropolis. Museum Make a huge art museum to show every painting in the game. Continue your 3×3 tunnel for as long as you wish. Also, you should plan for the residents of their town. Surveillance Room/Security Office Get somebody to explore the whole city with a large map. Make a huge art museum to show every painting in the game. sure to add railings - the last thing you want is for your first customer to be your last customer because of falling to their death at the hotel! Elevators: If you do not wish to use the stairs you can just use the elevator! it could be a series of pistons, for example, so the only walking you'll have to do is from one piston to the next. Lighthouse Build a tall tower with a light source on the top to serve as a navigational aid for players. Build a giant bridge across a whole ocean. Playground Square off an area and build a jungle-gym for the little ones! This creation can include slides, ladders, bridges, huts, and other things like that. Sell the materials you get from the farm. Outlaw water, and if your rules ever require executions, do it by knocking people into the Void. For a hot tub, remember to have a seat along the edge and water with no current. Portal Stations all around your city (depending on the size) so that your residents could easily travel to the End and the Nether. After that, start filling the remaining half with other things that belong to other districts (like schools in a residential area), with things like parks, markets, etc. TV Studio Pointless, but it gives people something to do such as filming scap operas or winning rewards on a game show. Cultural Obsession: The citizens of a city could have a common obsession. Can be sent from enemy forts or cities attempting to shift the balance of power. Leaders can be chosen in any way you want Winner Takes All Whoever assassinates the king is the king. N - R[] Other Worldly: A metropolis could be made to exist as if in a different world or dimension. If you have a mod that allows it, your skyscraper could go above layer 256 and make it even taller. Should generally have 2 or more stories, being usually up to 15x15 in size, and having a small yard. Larger ruins could have holes, missing windows and doors, entrances blocked by debris and piles of blocks which could appear to come from other parts of the ruins. Pig Salesman: Sells pigs and carrots on a stick for all your transportation needs. Have all decorations, such as chairs, tables, or TVs upside down. You could place a mason/stone mason villager in here. Houses[] Houses are possibly some of the most important buildings in a city. Decorative stone brick guardrails are acceptable. No central government, no banks, no money (players will have to find a way to trade!). Hair Salon Make a place with chests and fil them with hair salon tools such as swords or shears for scissors, water bottles as hair gel, etc. Twin Cities: Have two cities next to each other. Steals stuff, they may sell their profits. Dig a 3×3 tunnel connected to the end of your staircase, it can be off any side(s). Should be 2 to 3 blocks wide. A good idea would be to hook this up to an XP farm Inhabitants should either have black and purple clothes or just be endermen. You'll need 20 wool, 2 dispensers, 20 pistons, 4 trapped chests, 4 chests, and a lot of redstone. Separated by a wall. Spawn or transport a ghast in the structure. If someone is shot, they are out. Skyscraper: A tall building with more than 40 floors. Daycare: send the kids to daycare! You can build it out of something pretty and place things you may find in a daycare: beds, a chest filled with toys, a chest with food, or a painting and jukebox. So if you are in singleplayer, these ideas probably won't be very useful, except for those that can be done (to a limited extent) by villagers. Should have many branch-offs. Farm house: A small to medium house that's about 16x9, 1 to 2 stories, plus a basement, and a room with about 5 or 6 pens, for animal keeping. Space: Build your city at layer 200. You can even create your own buildings related to the other village buildings. It is hard to make automatic Wood farms, so "money farming" is more difficult Wheat/Bread: Wheat and Bread (also Carrots, Potatoes, and Beetroot) serve as an excellent currency. The city will have no organized roads — people will build wherever they want! Limited Leadership There is one or a small number of leaders such as a mayor, king or emperor or anything else that is similar. These are usually in a brownstone-like design, which the store on the bottom, and 1 or 2 floors on top of three shop. In traditional Chinese architecture, wood is also a common material, and buildings are typically bilaterally symmetric and feature enclosed open spaces. Here are some examples of jobs the citizens of your city can work. Salary: Varies by ranking. Minecraft is a versatile world and you will never run out of the ideas of things to build, fight, and find. W - Z[] A tall wall made of wood and stone Walls An important part of a city's defenses, keeping both hostile mobs and attacking players out of the city. Label all the command blocks with signs. Religion You can make up your own religion that you want your citizens to follow. These generally should not be connected to any large long bridges, only small stone or wood ones with no extra support needed. Materials such as cobblestone, coal blocks, obsidian, gravel, stone, sandstone, nether bricks, concrete, dirt paths, and terracotta are all popular blocks for roads and paths. Any other illagers can work. Assassin: Kills off political or highly placed people for cash. Tudor Style House: First, create a load-bearing frame for the house out of timber, then fill materials, such as terracotta. For extra effect, you can also use the /weather thunder on a repeating command block to create a permanent thunderstorm. These should have around 2 to 3 floors (but you can go higher if you want), with a decently-sized kitchen, a dining room, at least two bathrooms, multiple bedrooms (including a master bedroom if so desired), a garden, and a living room. This gives the player opportunities to create many different decorations. Don't put these in on a mountainous city unless they are being supported on columns, they look silly when they are super steep. You could use banners as flags. Build rooms and entrances at least three blocks high to allow endermen to enter and build three blocks. A city built underground should be quite easy to defend and even easier to hide, unless you chose to build the giant skyglass, as only the entrance will be visible to the surface. Have many checkouts with people manning them. One way to do this is by building a network of tunnels or a large cave system or chamber where the people live. Make sure that you have some chests, furnaces, a fridge, a crafting table, and maybe even other items. All others feature of this government system is similar to a democracy state. Farm Hand: Helps a farmer raise crops and farm animals. Second Home: Build a comfy house away from your primary residence. These should also be fairly straight, and never next to houses. Grocery Owner/Worker: Works at the Grocery Store. Keep it as straight as possible, even if terraforming is needed. Optionally, you can add a mini-office and library, as well as other extensions. Make sure that the endermen are kept in a glass cage, though, or players might anger them. Roads and Paths[] An important piece of planning and building a metropolis is the roads. In war-zones, houses may act as or be mixed with defensive fortifications as well. However, leave the ground grass, snow, or whatever block it already is. You can make chairs, brewing stands, and note blocks or other music generators. Using normal ice isn't recommended, as it will melt in bright light. Pied-a-terre: A small living unit, such as a partment or condominium, used as a temporary second residence by its owner. It is very difficult to farm as well Redstone: First, beware of using redstone as currency, as it tends to be very easy to find. Parking Add fence posts in front of stores and other buildings, where players can leash their mounts. Containing spaceships. Zoo Try to get one of each mob in a chamber or enclosure where players can look at them. Plant large jungle or spruce trees around the city, and spawn giants and huge slimes with using commands. It is not farmable and very useful, making it as perfect of a currency as Diamond or Wood. Hardware Store Build a big building and fill it up with hardware materials such as wooden planks (in all colors), cobblestone, stone, etc., make the shelves high and use ladders to get to them easily. Rooms: Obviously, the hotel rooms! Put in "dressers" (see Tutorials/Furniture for how to do that), chests for guests to put their luggage, a TV, some couches, perhaps a bathroom, and, never forget, the beds. Residential Zone[] Primarily a metropolis needs to have places for its citizens to live. You could create separate lanes on your normal roadblock. This building is the ideal start to your life on the server. Industrial zones keep giant farms or mass production plants away from where residents live. Be sure to add ships off in the distance, lighthouses, docks, and a tavern or two. Can be up to 1/3, or possibly even 1/2 slope. You can match colors with different things. If the metropolis works well with it, smaller, single housing can match colors with different things. If the metropolis works well with it, smaller, single housing can match colors with different things. spread out population. The sizes of roads should also differ by area to fit the spacing of buildings. Exotic Shop: This shop sells items that are a little more difficult to find such like glowstone, lapis lazuli, blaze rods, ender pearls, gold nuggets, apples, golden apples, music discs and eyes of ender. normal house. You could connect it to the swimming pool and other areas. Lab workers: Experiment on test subjects in the labs with potion effects and sea shanties, and build off of that. They have multiple stories, and are often designed to accommodate between two and five times the number of people who are intended to live there for short periods (For example, as long as they brought their own beds/sleeping bags, there are enough chairs at the tables, etc., to support them). It might be a good idea to build this near a surface smelter or refinery. Part of creating such a city would be making the area around the city to show how small the inhabitants of the city are. You could also use the sewers as a secret way of transportation and hide entrances in important buildings. For added safety, you can use barriers instead of glass. The economy is run by a council consisting of players representing every part of the economy (potions, farming, cobblestone, etc.); these council members are democratically chosen and represent their industry's workers, but have no more power than the average member of the community. Note that you do not necessarily need a currency as you can do trades and such, but it is a more fun alternative. sewers underground that link all the houses and buildings. Do anything possible to make sure that no one player has more influence than any other (no social or economic hierarchy), but always have the ban hammer at hand to keep things from getting out of control. It may be a simple hallway, or it might be a big, bustling corridor. Large downtown street: Recommended material: Stone, obsidian, or other road-like materials. Pied-a-terres are usually owned by wealthy persons. Doesn't necessarily have to be an administrator, and can even be the person who runs the server. At the top, there could be high-rise penthouses with panoramic windows, while at the bottom, there are slums and gang headquarters. Also use lots of complicated redstone mechanisms, like doorbells, elevators, and flashing indicator lights. This is a very important job. Score: 0% Rank: Correct Answer: A landscape based on ancient Greece A metropolis or a city is a complete urban area with buildings and a dense population. Works best in a world rich in resources to facilitate the even spread of commodities to the masses. Getting rid of all peaceful mobs can help to make the atmosphere scarier but if you want an abandoned feel, their presence may be quite effective. The leadership has only a few higher powers over the town, such as giving a yes/no to house building and punishing crime and has to abide to certain rules. V - Z[] Village: Make your city like a normal "Minecraft" village and use villagers as the residents. If the city has a channel network, you can have docks for players' boats. This is where players can go to relax. Snow Shoveler: Uses shovels to clear snow off of roads. People rent the rooms for whatever you are using as currency and can store their stuff there and sleep. Amusement Park You can build roller coasters with minecarts and rails, ticket booths and small shops around the park, and a ferris wheel. Rest stops are optional, but may be useful for players wishing to log off or stop for a moment without being attacked. S - U[] Shrunk: The inhabitants of the city may appear normal-sized to the player, but they would exist in this scenario as tiny people in a giant world. The source of light will still shine through the carpets. Train Station (Life Size) If you want to build a train station with the trains about the size of real-world ones and not minecarts. this will help. Slaughterhouse Build a medium-sized building where unwanted animals are lined up to drown or burn (not with lava though) or whatever suits you. Using pillagers as the residences can be good since they "pillage" other treasures and loot. A residential zone usually feels more lively if the player includes a couple of small shops in the area. Religious Structure This could be a modern-day real-world structure such as a Church, Mosque or Hindu temple, a historical one such as a Greek or Aztec temple or something entirely fictional. May also sell tools and armor, but probably nothing too expensive]. Cities can look even better with mods, such as realistic signs, new products, new blocks, and even pilotable vehicles. Typically has one or two stories, with a fairly large (up to 20 x 15) exterior, as well as various features such as bedrooms, a kitchen, a dining room, bathrooms, etc. Forge: Charge people to craft a tool or smelt a block. Government[] Note: If you don't want to have a jail, you can fine citizens who break rules through money or their belongings. Add a gravel path connecting the campsites, perhaps a shack for restrooms (completely optional), a lake or pond (if you're building by water) and a playground. The domes can be floating, on the ground or underwater, and can be made out of glass or any other material. Should generally be under 1/3 slope. Skyscraper Build an incredibly tall building out of stone or stone-related blocks (or some similar blocks) and have lots of windows. Police Officer: People who fight crime and stop griefing, could be assisted by tamed mobs such as wolves. Steampunk: Use mainly Victorian-style architecture for this city type. The city can become quite maze-like if done this way. Your city should also have an extensive metro system, as well as parks, athletic centers, public bathhouses, and schools, all using one or two materials. Should have a lot of intersections and traffic lights. Be careful with the hostile mobs as they might despawn or escape and harm players. You could arrange it in outfits, or whatever other way you come up with. This could be a piece of paper or something more valuable. Futuristic: Use plenty of quartz and glass blocks (basically anything white). You can connect the domes with bridges or tunnels, or make each house a small dome. Does not dodge light construction, simply tramples straight through it. If you want the city even more fortified, don't build any entrances leading to the surface and make the only entrance through a nether portal. Features could include the city being connected by waterways like the aforementioned by walls, or be deep underground. If you make a tunnel, it should be at least three blocks tall so players riding horses can use it. Features of the city could hint at why the area is in ruin such as disease, population shift, disaster or just poor management. For example in traditional Japanese architecture, wood is the most common material, whilst roofs are often tiled or thatched, and buildings are elevated slightly off the ground. Relatives of the criminals can send in healing potions and food and other supplies. Judge: Sorts out lawsuits and picks the punishment for criminals. A project will usually look better if built with blocks that work well together. opposites like a rich and a poor city, an electric and a magic city, an evil and a good city, or an elvish and a dwarvish city. Mounts: Horses and Pigs! Build a stable to keep them in. Another way is to put lava inside the walls, so if a prisoner attempts to dig out, the lava will flow on them, killing them. Silo Build a large warehouse-like building and add ladders and chests for you to store the output from factories and it can double as a store of waste to be taken to incinerators or a contraband destruction facility. Bodyguard: Hire people to be your bodyguards. Make a big, multi-level building, add iron doors and branch off into smaller labs. However, banning is still an option in case of hacking, etc. Butcher: A person who sells meat and kills animals. The system works like this: a judge, two attorney teams (prosecution or defense), at least two witnesses, and of course, the criminal in question, go to a courtroom. Mushroom City: Build your city on the top of huge mushroom City: Build your city on the top of huge mushroom city is a judge, two attorney teams (prosecution or defense), at least two witnesses, and of course, the criminal in question, go to a court of huge mushroom city: Build your city on the top of huge mushroom city is a judge, two attorney teams (prosecution or defense) at least two witnesses, and of course, the criminal in question, go to a court of huge mushroom city is a judge of the house inside red huge mushroom city is a set of the house of the house inside red huge mushroom city is a set of the house mushrooms. Animal Shelter This is for pet owners (example: tame cats and dogs), that want to give their pet away. Anyone caught committing a crime will be sent to one half of the city, while everyone else lives on the other side of the city. Knight: An elite warrior who follows the code of chivalry. Here's a list of common currencies with notes about their usage: Cobblestone: As one of the most common items, this is a good material for small transactions such as building supplies (ex. You could also have hunters to go hunt the meat for the butchers, again, just an idea. Factory Worker: Someone who works in a factory (above). Try using redstone for defense too, like hooking up dispenser machine guns and "spike traps" made by arrows shooting out of the ground. You can also fit the ships with TNT cannons. Airy home: A home typically made of glass, or mostly glass, with lots of light. If the incline you encounter is more than 1 block up for every 5 to 7 blocks horizontally, use stone brick stairs or change to a similar type of road. Award loval soldiers with positions like general or lieutenant. Deadly Labyrinth Use the general maze building idea but only add lethal traps and dangerous mobs. However, being Nugget, Ingot, and Block. Miner: Mines Ores and stones. You can even make the city itself a giant trap, making it impossible to escape. Since said god or deity will rule instead through the personal interpretation of the laws commanded by the god in that religion's written law. Taxes are not necessary as no government exists and any typically public development is undertaken by private corporations based on demand and supply. Using lava or fire is heavily discouraged, as almost everything in this city is flammable. I - M[] Ice Rink Place packed ice or blue ice on the ground inside of a building and skate around on it. Last you decide, this is your city. Nuclear - Use gray blocks to simulate uranium. Optionally, you can only put passive mobs on display, or put name tags on the hostile mobs. You can decide whether other players can live there and if using animals is legal e.g shearing, taming, taming, taming and the players can live there and if using animals is legal e.g. shearing, taming animals is legal e.g. shearing, taming animals is legal e.g. shearing animals and the players can live there and if using animals is legal e.g. shearing animals and the players and the players can live there and if using animals is legal e.g. shearing animals and the players and the player have a few mines in it. A beltway would be useful for navigating around the city's outskirts. Duplex: A two-story house, where both stories are separate apartments. Have all the houses be flat-roofed and uniform enough that a side of a street looks like one house, with lush, fruitful gardens behind each house. These should also have at least two bathrooms. Spend your vacation in your library writing the memoirs of your adventures. Or just make a netherrack mine. It may be built out of something strong to keep your army safe. And because of that, you could make a system with different types of leaves having different values, like this: 5 Oak Leaves = 1 Birch Leaves = 1 Spruce Leaf, 5 Spruce Leaves = 1 Savanna Leaf, 5 Crimson Leaf, 5 Jungle Leaves = 1 Crimson Leaf, 5 Crimson Leaf, 5 Crimson Leaves = 1 Crimson Leaf, 5 Crimson Leaf, 5 Crimson Leaves = 1 Crimso speeches, and even executions. You could hire people to work at the restaurant behind the counter, or admins on creative could run it, or the appropriate villagers could be placed here to sell food. Have lots of steam engines in the city, and have many factories with lots of cogs and smokestacks. Make one city to be larger than others, and make it the capital of the empire. You could inhabit it with hostile mobs but a completely abandoned city can have a scary atmosphere as well. You can even dig a long tunnel under the center of the city. Or, instead of just shooting people, you could have to kill them to get them out. The same also goes for Nether Bricks Literature: Paper, Books, and Bookshelves, though farmable and mostly useless, could serve as a currency. Pied-a-terres are usually found in large cities, some distance away from the owner's primary residence. Only let the trusted person and the owner's primary residence. To make it more space-like, you can surround your city in black blocks and make some floating masses of stone or other blocks for asteroids, nether quartz, diamonds) to buy weapons and armor. This makes the barrier between one district and another less notable and will make the city feel more natural. Have a large room with lots of tables and restaurants to get food from. Buildings and roads would then remind the player of where they are no matter the biome or land features. If you want to add a tropical island, include miles of beaches and beautiful scenery, try building palm trees and make numerous tourist hotels. They are sold untamed, and then the buyer can tame them if they want to. Great Under-Tier: This should be built at the very bottom of the city. You can also fill chests with dog food (rotten flesh and bones), bird food (all kinds of seeds) and cat food (raw fish). Dirt/sand/terrain path: Recommended material: Dirt, sand, dirt path or podzol. This city should be quite easy to defend against attackers, assuming you build it deep enough, as any potential attacker would need potions of the city of some color and other parts of another similar to a rainbow. Other type of houses that don't fit in these categories: There are many, in fact, countless types that don't fit very well into any category mentioned above. Army Outpost A place where your army is held until they go to war. There could be several graveyards (with spawners under tombstones if you want), flooded houses, trampled farms, or anything that would make the place looks really creepy. There should be no regular chests, just large chests. See Tutorials/Train Station for more information. Add large exhaust towers with mass smoke generators inside. You could decorate the station with end stone and/or netherrack for a cooler touch. Should cut through any obstacle that can be removed in less than a minute. Giant City: Make a gigantic city! Build giant buildings, preferably skyscrapers, and have sugar cane, cactus, and tree farms. Don't forget to put an obvious button, lever or pressure plate on the inside of the room, or players won't be able to get out without an authority. S - U[] Spiritual Leader: Runs religious institutions and leads prayer. City/Town Hall Have a huge building for the mayor's assistants, and the people in charge of certain things (such as law enforcement, health and welfare, city expansions, etc.) You could even build a huge political complex around it with a secret service headquarters, embassies for mobs or other citizens to dispose of their useless junk. Empire: Instead of building just one city, build a lot of cities. You could also have a fishing area with shops selling fish and fishing rods. Upgrade shops with no difficulty. Make sure to keep out monsters that could harm the inhabitants and separate animals which could harm each other or alternatively play on peaceful Place. Outside the stadium, you could build a massive spleef and archery arena, where contestants can compete against each other. Skyscraper: Made with concrete quartz, or iron blocks with massive cyan or light blue glass windows, sea lanterns for lighting. Put large buildings near these. City Plan[] Before you create your city, you should make a city plan. Mix up the powers and locations, chairs), chairs (stairs), cha tables, showers, and build those in your home! Garden Shop: This shop will sell flowers, flower pots, saplings, bone meal, water buckets, dirt, grass blocks, sand, cactus, nether wart, all varieties of seed, melon, pumpkin, hoes, red and brown mushrooms, lily pads, vines, sugar cane and any other farming resources that exist. Just make a 3×3 square on the wall with ladders to get up to them. (At least two are recommended). Don't forget lockers! An example of a locker is iron blocks in the shape of a rectangle with an iron door and chests inside to lighten your load. Drug store: A store which sells only items with positive effects, especially potions of healing, as well as milk to cure negative effects. If you are really ambitious, you could automate everything there: use minecarts with chests to send food to the counter from an automatic farm, and have it all come to a single collection point. Make the tasks as in real life. S - U[] School Have a school to teach players about building, mining, crafting, brewing, farming, fighting, and redstone. Build a nether-style building around the portal so people can easily see where it is. It is recommendable to only fill in around half the blocks, to leave space for other things. The citizens could be mobs or something that doesn't exist within the game. It will look like space at night, as the sun will appear opposite the moon. If you have limited time or resources, you can skip the underground part and just make your city a colossal skyscraper. There are no laws. Knowledge is power, right? Unstable: The easily destroyed nature of certain blocks would make a city built out of such blocks to use together will vary throughout the build, but generally the block types used will gradually shift from area to area. Hire people to be mail carriers that carry mail to other users. Here are some suggestions: Make roads and railways to every part of your world that you ever go to. Choose any animal or monster to pay tribute to. Redstone Outlet: A shop which sells all things having to do with redstone. Terraformer: A person who clears large areas and makes it flat for buildings, clears the water, makes or removes caves and decorates areas or removes tall grass. Tent: Very small, Usually made of wool. Scientist: Makes potions, tests things, etc. You can be creative and make redstone mechanisms. Note: If you felt that you put too much work into your city to have riots, crime, and griefing on one half of it, this style of government is not ideal. Farmer villagers can harvest and plant crops, though they can't take care of animals. Legislature If you choose to make your world a democracy, build a Parliament, Congress or National Assembly where player representatives can meet and discuss issues and vote on national issues. Give each citizen an elytra to make everyone look like angels and maybe build the city in the sky. In this system, the salary goes to the team who wins. Have lots of benches and a desk. Pest Patrol When annoying mobs invade, call the pest patrol! Remember to include tamed wolves, tamed ocelots, iron and snow golems. Is you are really ambitious, you could automate everything there. If you are building your city in Nether or End, this building is even more important, because compasses can't work without lodestones in those dimensions. You can build a ruined variation of this in a modern city, too. Medium to large stores can be nearby. The details from the source could be carefully added into the city to let other players feel as if they have really stepped into the recreated world. Water Treatment Plant Make all of your city's waste and sewers run into it. Anyone who lives here is likely the equivalent of at least a millionaire. It is very cheap, so it could be used a small currency (Like a half-dollar) Nether Quartz: Though occasionally useful in building or redstone, nether quartz is not as great of a currency as Diamond or Wood. This type of construction is best built when you have completed the majority of the more advanced necessities of Minecraft. Add glass as mirrors so people can see how they look, and black dyed armor (or any color) as the capes that keep your clothes from getting "hairy". Spooky: This type of city is possible to build anywhere, but swamps, due to the murky water and dark foliage, are one of the best settings for a city like this. Some cities might work best with ice roads, minecart rails, or piston bolts. Saddles included, of course. Make the population blazes and magma cubes. Generally, paths should be fairly flat so they can be easily used for quick travel. Mob - Put captured mobs in glass cages to use as a kind of fuel by either suffocating, physically killing them, or dropping gravel or anvils from above. Modular house: Build your house out of approximately 5x5 block cubical "modules" connected to each other. All the locations labeled on this platform should have their own command blocks teleporting the player back to the hub. Cashier: The cashier of a store. Small commuter street: Recommended material: Stone, obsidian, or other road-like materials. Salary: Profit made from selling said items. Underground: Build your entire city underground. You can also make a historical museum showing the history of your city, a museum to show every block in the game, or reconstruct fossils and Nether fossils and Nether fossils and snowmen would all make great decorations for the trail. Add moats with lava for the death of your enemies. Making large areas of these blocks make a build too shiny and overwhelming, and lacking in your city and therefore you may want to hire security to take care of griefers and troublemakers. Needs and desires need to be met for those odd citizens, so the player can put their creativity to the test to meld the life of humans to other creatures. There are two options for how to personalize your shelter: you can make it a kill-free or a kill shelter. However, a leader and a government system will be vote to avoid rule violation. It has a roof terrace on the roof. Good City Mods to Use[] If you are using Forge 1.12.2, you will have access to literal thousands of mods. Freeway: NLEX toll gate in Minecraft Recommended material: Pretty much anything road-like you can get your hands on. Make a "Leave No Trace" rule here so that players are not allowed to alter the area, so if they do not follow it, they will be punished. Historical District Make this part of your city more historical such as medieval buildings, Victorian buildings, any old fashioned era you can think of! Make sure there's a good few museums around here. The lodestone can be free to use, or you can think of! Make sure there's a good few museums around here. cobblestone or mossy stone bricks as walls and add a water stream. You could even build a water stream. You could even build a vater park! See also Tutorials/Building a rollercoaster for more tips. Though they can be farmed, a slight issue, these are very useful and villager-trading accepted items great for small currency. You can also sell other kinds of armor. City Street: A city street intersection, complete with traffic lights Recommended material, gray/black concrete and yellow terracotta. When the ghast is killed and the player. It is preferable to make a grid, but some city styles may need other shapes. The safe zones are controlled by the police and/or army. for your city plan) all the blocks needed for your buildings. You can use piston doors on the vaults that need a special "key" (Lever) Variation: Use /blockdata ~ ~-1 ~ {Lock:keyname} when standing on a chest. Small downtown street: Recommended material: Stone, obsidian, or any other road-like material. Add viewing windows and station armed and armored guards at each exit and window. Salary: Per team (they chose how to split it up between themselves). Bookstore Fill a shop with bookshelves. It should be made out of mostly materials that are hard to break, like obsidian. Make sure there are no windows. Philosopher: Thinks about stuff like metaphysics, ethics, mathematics, theology, logic and philosophy of science. It can be placed in the Town Hall. Even better, if it spawns you right next to a nether fortress, then you can make a tour and block off dead ends. For the pool, remember to have a shallow end (players can touch the ground without going underwater), a drop-off (where the water gets deeper), and a deep end (not for the faint of heart or poor swimmers). Due to their tallness, it might be a good idea to build an elevator inside the skyscraper to make the higher floors easier to access. Fill the interior with command blocks with levers and buttons attached, and useful notes. But avoid sloping in general as long as it doesn't mean tunneling through mountain-ranges or bridging valleys. Use healing potions as much as possible on the subjects. Apartments Build a tall building out of bricks and fill it up with rooms with a single bed and small chest in each. Make it unicameral, for example, maybe a Chamber of Representatives that is popularly elected on the server and a Chamber of Elders that is elected by player interest groups (For example, "Miners" elect a representative, "Doctors" elect one, "Farmers" elect their own, as well). Due to the lack of natural resources in a Void superflat, this city must be built in Creative. Allows elections, mutual improvements, and notifications in the server that normally an embassy cannot install, among other things. Mob of Honor Why not have a mob that your city honors? The entire city could have small ways of reminding the other players about that specific focus through the decorations and details of the city. 1-3 rooms, 0-1 bathrooms, 1 bedroom. There can be chests behind the counter to store items in. You can use all the suggestions on this page or you can ignore everything and build the best city Minecraft has ever seen! It's your call, so get building a Metropolis[] After Building a city, you may think that is the biggest thing you can do in the Minecraft world, but this is not true. Add end crystals for mysterious-looking decorations, but be careful not to blow them up. Fountains, statues and other decorative things can be used to make it more attractive. Boats: If your metropolis is spread across several islands, then build a boat network. You can even sleep in one of the beds there, and you will wake up peacefully after a bad episode. Be careful though, since iron is easily farmed. Police Station Make a building for admins and iron golems to work in. Alternatively, it's not a case of whoever kills the last king, it's the case of who's the strongest. They would have someone make the building and they would be considered moderately steep. Walls should have gates which can be closed if the city is attacked. Hire directors, producers, actors and actresses, build TV show sets, have pretend ratings etc. Spawn building for people to spawn in. You can also classify them by classes: poorer districts, and richer districts. You should also be able to navigate the roads easily. No one "owns" any land, not even the council members. Each module can be either a single room or a hallway connecting the modules. Always include statues or pixel art of the leader. In a more fantastic world, consider using airships instead of planes. Rarely over 8x10 wide, and placed in rows within 5 feet of each other. Medium apartment: Apartment with 1-2 bedrooms, 1-2 bathrooms, a kitchen, and at least one other room. You can have all kinds of rooms at school. This is a very easy village to build and gather resources for, but it is vulnerable to mobs. The way a city functions within a different world would have to be fully considered while creating the metropolis and add many opportunities for creativity. Fountain - An aesthetic addition to any city. An even more interesting way to do this is to have two minecarts be pushed by a furnace minecart on and off of powered/unpowered rails to create a great and automated system. Have some examples of redstone going underground like a piston lift, a piston clock or an automatic farm/cobblestone generator. Stealing, griefing, killing and trolling is strictly prohibited. You can also use a deep, natural cave for a mine, if you find a good one. Only throw criminals and griefers in. This road type is actually a feature that can be applied to just about any moderately sized road. Be sure to add lots of milk healing potions, regeneration potions, and cookies for when the kids feel better! Halls: Finally, the halls. Socialism All industry is owned collectively; that could mean by the government, or it could mean communally by groups of players, but nobody works for any private individual. Make them fight in the arena Defense Don't let the monsters take over the city! Make sure you have walls around your metropolis. (See Tutorials/Furniture for furniture types.) Runway and aircraft in the departure airport and the departure aircraft in the departure airport and the departure aircraft in the depart i then leave them ruined. The player also needs methods to collect all the blocks they will need for building their project. Tattoo Shop A place where you can change your skin. You could have an automatic furnace to cook food when you aren't there. This city can be quite easy to hide, if you use blocks that look like wood or leaves. Building outward and in zones allows different portions of the metropolis to have a different feel to the builds as different building heights, materials, and the army. For example, don't use concrete or redstone mechanisms, and use glass very sparingly. Advanced Minecrafter: Use stone bricks roofs, brick, birch planks and/or spruce plank walls. Repairer: Someone who repairs weapons and tools. Pilot: Sits in the front seat in an aircraft. If you're in singleplayer, these ideas may be useless. Sometimes, using specific blocks could act as a way of theming or adding a story to the city. A good way to mine is to branch-mine. You can connect the treese ideas with wooden bridges. Building the campsite in a natural or artificial forest is a good idea. Casino Have a big fancy building with minecart in, random pig movements.) Cemetery Build a cemetery complex, Make tombstones and dig holes under them. Democracy A style of government where elections for a leader [Either directly or through the legislature] or leg Detention center: If students are naughty at school, or break the rules, they go to detention! Detention can be anything, from sitting there thinking about what you've done to extra homework. Should be 3 to 7 blocks wide. If you want to defend this city, construct hideouts in the trees for archers. You can also have actors or pistons and redstone moving things about. Might try and hide identity to avoid avenging relatives of the executed victims. You should make up your own ideas along the way. Examples include: towers, tree-houses, mass-living areas, sleep-tubes, house-boats, converted asteroids, cave-homes, general store-homes, general storestation-homes, motor-homes, space-module houses, worker barracks, wall-houses, hive-apartments, bunker-houses, manor houses and even some more unusual builds. Government systems are only possible in multiplayer. To make this, you'll need some redstone knowledge. You could also have various chests with ender pearls inside. Water Tower A tall building with a tank filled with drinkable water on the top. If the city is in a crisis The Senate and The Consuls can choose a dictator, he will only serve until the crisis is resolved, he has absolute power. They can extend it and you can block off some caves and ravines. For example: Classrooms: Where your students come to learn. The food industry should be dominated by markets that sell fish from local piers, unless you export land animals and plants in the city and make farms. Use this for a passerby who stays for the night. Specialist A private with more experience and technical knowledge. Fire Hydrant In every important building, put a water bucket in an item frame, so that if a fire somehow starts it can be removed simply by a right-click. Many details may need to be imagined up by the player since most fictional sources cannot capture the full extent of details in the worlds they create. It is also possible to have windows on some of the walls as well. Another example could be 10 emeralds for a 12×12 garage with a fully openable door with redstone. This is definitely a job for people you trust to use it. Preferably at most 1/4th slope. Generally, these areas should be large, yet organized Another variant is to only use blocks available in a certain version, for example only building with blocks available in Classic. Wage war with the other clans on sight! The clan leader may be dethroned by a stronger one, and battles will be held to see who is the strongest. V - Z[] Wholesale Dealer: Buys items and sells them to stores by the stack or by the chest. Divide the city into four sections, with a marketplace in the middle. When working stone material. Use this home as a getaway from your regular home. Medieval: Don't use materials which couldn't be easily obtained in a medieval world. Put stairs for chairs on either side of a fence post with a pressure plate on top for a table. I - M[] Job Center Employee: Report offers available jobs, scheduling interviews, job offers add more to the list, etc. If you feel creative, construct a lookout tower with a spiraling staircase up to the top, which has a view of the whole city. You can also have canals, but these might get in the way of your construction. For example, "Miners" elect do not he server and a Chamber of Elders that is popularly elected on the server and a Chamber of Elders that is popularly elected on the server and a Chamber of Elders that is popularly elected by player interest groups (For example, "Miners" elect a representative, "Doctors" elect their own, as well.) Legislature This is a building that lets different faction leaders and operators discuss and resolve server issues. Don't forget to build a port that connects the island with the outside world. End: Use end stone bricks and purpur, with end rods for lighting and shulker boxes for storage. derivatives. Go slightly up and around, if there needs to be a route to the top, make it connect to the main road and spiral up the mountain. Backups of the world can be made so the city can be destroyed for the player's entertainment. As water towers are usually very tall, it may also have an observation deck at the top. You can also outlaw water, and if you need to execute somebody, do it by burning them alive. The floor looks awesome with cyan wool or cyan carpet and be sure to add mini floors! (Mini floors are stories of a modern home that are up near the ceiling and have glass panes for fences.) Add smaller rooms off of the bigger ones. They would rule over any number of lords that govern smaller sections. Build blocks above the front counter with signs on them saying the food and drink you can buy and the price. Not usually used by the humble. Try and make the city as scary-looking as possible, with armor and weapon factories, lots of smog, and some lava. You can use obsidian as a foundation. Part of a natural city flow are zonesdifferent areas which better fulfill certain needs for town members than other areas. Enchantments Shop: A place where you pay someone to enchant your tools/weapons/armor. Judiciary to prevent crimes and griefing. It could also be devoted to just one type of mob (passive, neutral, or hostile). If your city is a big one, you can make several highway roads around your city and you can have them connected to each other. However, it's possible to trade with villagers, of which emeralds are the currency. Game block choices also match up easier with older time periods, so using such a style may save the player the difficulty of creating modern objects in-game. National parks can also be made in Theorem 2.5 and you can have the player the difficulty of creating modern objects in-game. National parks can also be made in Theorem 2.5 and you can have the player the difficulty of creating modern objects in-game. National parks can also be made in Theorem 2.5 and you can have the player the difficulty of creating modern objects in-game. National parks can also Nether or The End Nether Access Build a nether portal and let people get to the Nether. Maybe the kids need to spend "lunch money" for lunch, food may be free, or the students are ill (has a negative effect, perhaps an incident during Magic class), send them here! The nurse may be able to detect the problem and give them "medicine". Should be 3-9 blocks wide. Homeless Shelter: A place in which many people take refuge, about 2 floors and small rooms in which people live, only to extremely poor. To look extra authentic, either put the armor on armor stands, or add "models" by luring a skeleton or zombie into a glass case and give players must show what they're carrying. Add large "disposal pipes" that eject waste or slag (unwanted trash like smelted stone) either out of the city or into a battle against the Dark Lord or some other monster army. There should also be it the armor. Make a duty so crafting tables for cake and cookies and bread and such. Mansion: Any house which is unique and singular within a large area, much larger than any conventional home, and has more than 1000 square meters. For doors, you can use iron doors connected to stone buttons and stone or metal pressure plates. You could have the performance of the workers tracked through a server rule. Generally, larger areas should include more orderly roads while smaller spaces should have rougher, more mixed pathways. For example, the world could have weird gravity, special technology, exist on clouds or be entirely made out of candy. You can make mini-biomes resembling a mob's home. Lastly, place wooden pressure plates on top of the note blocks, and now it is possible to ride along the road and listen to music at the same time. Have something like a cowboy town, with a sheriff. Add lots of factories, refineries, et cetera. There will be much crime — griefing, trapping, murder, etc. The road should be about thirty blocks wide and as flat as possible. Rarely very unique and often very squashed outside, but comfortable interior with at least 2 bedrooms. You can also expand the cemetery by building an underground crypt. They could also ensure the safety of spawners. Another good currency would be Brick = \$1, Iron = \$10, Gold = \$25, Copper = \$40, Diamond = \$50, Netherite = \$75, and Emerald = \$100. Make sure an admin changes them to adventure mode so they can't mine their way out. You can sell the animals for prices or just give them away for free to whoever wants them. Wealth is collected by the government from the citizens and is spread evenly among the population There are no classes since nobody is anyone's boss in a company. Make your district borders messy and odd-shaped. Smaller roads, shorter buildings, more greenery, and small blocks keep the area more friendly while the opposite create a larger, busier feel. Put the launchers in convenient places. You'll have note blocks and music discs for the DJ to use. Fire - Use large fires and use wood to fuel them. Post Office Make a large building with a main desk and stores off to the side that sells paper, ink sacs, and feathers. Sky: Make a normal city using one of the ideas above (or below) but add something that will make it float (an anti-gravity engine, several jet engines, etc.) in the air. You can also include road tolls the players have to pay in order to use the road. Airport Build an airport and add a runway to "fly" planes off of. Apothecary: Makes positive (sometimes negative) potions and sells to players. Diamond: Diamonds are arguably the 2nd best multiplayer currency, as they are rare, their value is welldefined, and they are not farmable Emerald: An all-around helpful currency as Emerald is compatible with villagers, but beware of making Emeralds worth too much as they can be bought quite cheaply by anyone with a Paper or Wheat farm Nether Stars/Beacons: A very hard to collect item, the nether star would make an excellent currency. Collect their drops and give them to meat and/or wool shops. Striders are one possibility for transportation, but make sure they won't be exposed to rain, as it damages them. Perhaps the teacher could have a stock of signs and could use them to 'write' on the board, by putting the signs on it and typing the information. Add fires where the drops will go so that they are a kind of fuel. There are different ideas you can apply. If your city has a minecart network, you can use minecarts or boats instead. Boats can also be used on land, moving especially fast on certain blocks. They can be real or fictional, just have fun! Hunger Games Make 24 players fight to the death in a large arena and add game-changers across the area. E - H[] Executioner: Someone who executes condemned players and mobs in private or public. You can use airships for transportation. This lets people know who won. Command blocks can be programmed to teleport players when triggered. When a griefer or monster appears in town, send the admin or iron golem to bring them to jail. Food Bar: Where hungry players can get something to eat. Large logistics networks could be set up, like minecart trains carrying food from farms to processing plants, etc. Area 51 A place for admins to manage private matters. Scale[] You should also consider what scale your city is. An example of a spaceship Special Feature: The town could, like Venice, Italy, have a special feature. Set a price and expiration date and only let trusted citizens own them. Garden Make a big grassy area in the center of the town full of trees, flowers, and tall grass. Redstone Build weird mechanisms with redstone in your buildings or make areas full of them that makes your city look more advanced. You could use items, mobs or status effects to truly replicate these environments. In Minecraft, terrain tends to vary on a smaller scale than in real life, and be much steeper as well. For added stealth have your citizens wear brown or green leather armor or use brown or green skins. Science Lab Build a place to test potions and create new inventions. Example block palettes include: Minecrafter: Use mostly cobblestone and wood, use torches for lighting and glass panes for windows. If you can fine people, instead if you are using money, or execute them. Some things to have in your airport include: Baggage Claim: This is where players get their items after getting off their flight. Races This would be an arena that is long and has seating on the sides (they could be going up like a slope) dig a 1+ block deep canal in the middle and have it at least 5 to 6 blocks wide. You can build it in ancient Greek style if you want it be Atlantis-like, but any style works. Copper is easy to use as a currency, it is easily recognized as a currency, but it is farmable, however, but this is not a reason to not use it. or simply with other things that look nice or that you want to put there. Best placed on highly polluted areas like dumps and manufacturing districts. These can also be used to connect two or more cities. You can teach Science, Social Studies, Arts and Crafts, Magic, etc. You may keep the armor in it, as long as weapons and beds are inside for the army. See here for the full list of blueprints for the village structures. Microwave- Same as solar, but place the daylight sensors on a space station that is beamed down with beacons. People can also send a request to have a personal vault underground by writing a book with their name and requested combination and putting it into a minecart with a chest along with their items, and start creating parkour stages. Make small houses (you may even think of putting the dragon egg as a roof) out of fences, slabs, pressure plates, and carpet, using fence gates as doors. Dungeon Arena A dungeon that a player goes into to fight hostile mobs. Foreign trade where only the government workers are able to trade out some of the tax "money" they receive to purchase items not available in their region. Make it very futuristic and have lots of redstone. It may be expensive, but it's worth the surprise factor when an entire city suddenly pops into existence. Hire "doctors" and get them to wear nurse and surgeon skins. The player could also make a point of making a certain feature to always appear disordered such as city walls. The attorneys each give out evidence that their way is the most constitutional. Make sure to add lots of detail and make it exactly as you imagine it to be! Training Make a massive training area that teaches the player every single trick in the book of Minecraft. Armory: A place where weapons and armor are stored. Holiday Focus: The town could be built based on a specific holiday or season such as Christmas or Autumn. Use ferns and dead bushes for a touch of plant life. Underwater: This city can be very difficult to build, especially in survival, so it's recommended for experienced builders. If the farms produce items, this also may reduce lag by keeping these large, item-creating structures unloaded when unneeded. Regular police patrol streets and do normal desk work, the FBI do even more desk work and some light crime investigation, and the CIA does most of the crime investigation, and the CIA does most of the town's food and meat supply. Walls: Surround your outpost in a wall of strong material (like obsidian) to prevent those with malicious intents from getting in. Walking: The most common way is by walking, so build wide roads out of stone and pavements out of stone and pav days, see how they changed it! Players can bet on certain blocks being moved. If anyone disobeys the rules, send cowboys on horses with armor (preferably leather horse armor). Be sure to add lots of tracks and platforms (maybe with a large dome covering them all), fast-food restaurants, small stores, escalators, elevators, a ticket counter. bathrooms, a hub outside on the road for buses/trams and taxis, and a large, maybe stacked, parking lot. A city like this will be a dangerous place to live in, as the risk of falling into the void is constantly present. You also might make a Nether city with a few adjustments to make it look like Hell, and build a guarded portal as a connection between the cities. Add lots of seating for people can sit and watch.

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