

Minecraft  
Power Outage Edition

Minecraft:  
Power Outage Edition (2nd Draft)

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Dedicated to God who watches over, guides, and protects me, and my cat, who just watches me.

## INTRODUCTION:

Minecraft is an excellent game by Markus “Notch” Persson and Mojang AB. However, in the past, it has sometimes been impossible, by act of nature, Notch, or server hosts, to play it reliably on my personal favorite servers (SpecialAttack.Net!). As such, I have taken it upon myself to devise an analog version of the game, not exactly the same in any way, but inspired by it. It tries to relatively accurately emulate gameplay processes (resource exploitation, building, crafting, survival) in a board game format. Its style is designed to be simple and easy.

-prototypedesign

## MATERIALS TO PLAY:

In order to play Minecraft: Power Outage Edition, you will need three things.

Player(s)

Six-Sided Dice

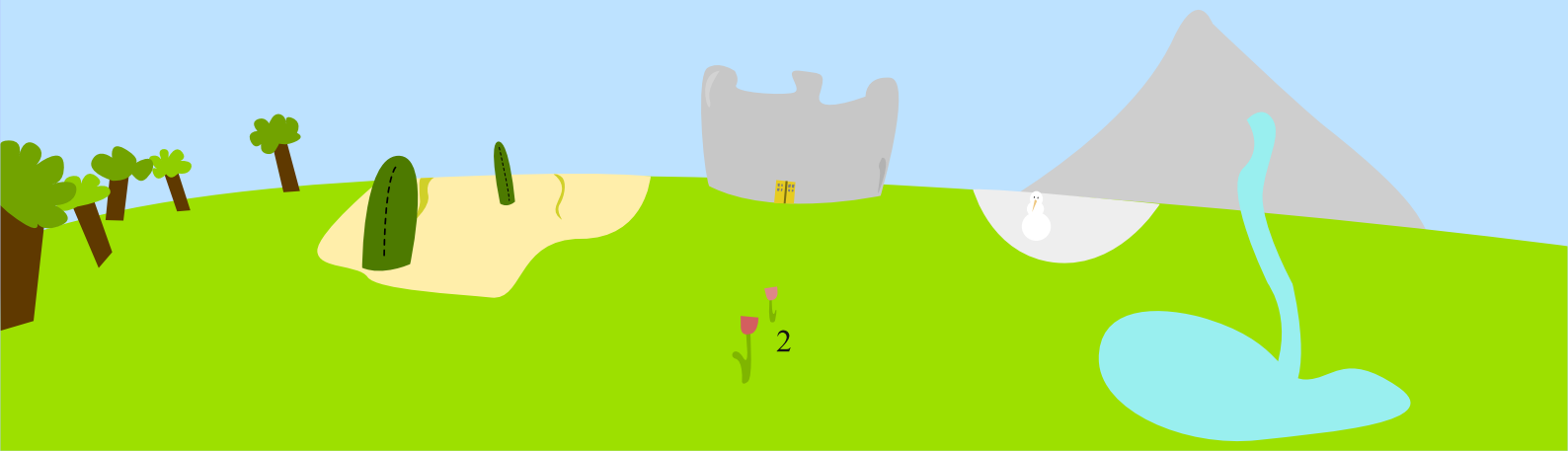
(Lots of) Paper (and appropriate writing instruments, preferably erasable)

More ostentatious (and, coincidentally, expensive) games would insist that you need a copy of them as well, but I feel that Minecraft: Power Outage Edition can be memorized easily (and will be best played in a slightly modified format based on the opinions of the players anyhow). However, that said, this document can be printed if you just want to play without memorizing it (or if, like me, you have the memory of a gerbil).

I operate under a very simple motivation: Fun. I made this because I thought Notch might enjoy it, and it gives me a sense of personal accomplishment (and something to do while the power's out), and I hope that whoever this concerns knows that I make the following copyright notice:

“imitation-is-the-sincerest-form-of-flattery-so-please-don't-sue-me-oh-Lord-don't-sue-me-please”

Also of note: This book is by no means a final and conclusive document. While it tries to minimize the amount of work necessary to play, many additions can and should be made to make it more fun for all the players.



## CHARACTERS:

Each character's tracked statistics in Minecraft: Power Outage Edition consists of two parts: Inventory and Health/Armor.

This sounds more complicated than it is. The inventory is a simple, but major part. Each character can hold (magically) 8 items at a time, this includes armor and tools, so a fully armored character with four tools can hold eight resources. This can be best written on paper as a table, something like this. Notice that there does not have to be an item in each slot, and there can only be one item in one slot. When the game first starts, each character has nothing in their inventory.

### Example Inventory Section:

Item 1: Wool	Item 2: Wood	Item 3: Coal	Item 4: Diamond Pick
Item 5: Diamond Armor	Item 6: Iron Hoe	Item 7: Gold Armor	Item 8: Bucket

Next is the Health/Armor section. This is a simple bar, that consists of ten “hearts” and ten “diamonds”. When Health is lost, it is crossed through with an erasable instrument. When Armor is gained, it is crossed through, and the mark is removed when it is later lost (Armor is lost in the place of a Heart whenever a Heart would normally be marked off). Health loss and armor gain/loss is covered in a later section.

### Example Health/Armor Section



### Example Character Record:

Item 1: Wool	Item 2: Wood	Item 3: Coal	Item 4: Diamond Pick
Item 5: Diamond Armor	Item 6: Iron Hoe	Item 7: Gold Armor	Item 8: Bucket

## GAMEPLAY:

In Minecraft: Power Outage Edition, everything is done within a “World”. Each world consists of a number of “chunks”, each of which have their own information. Worlds may contain as many or as few chunks as the players want, but each chunk can be made fairly quickly.

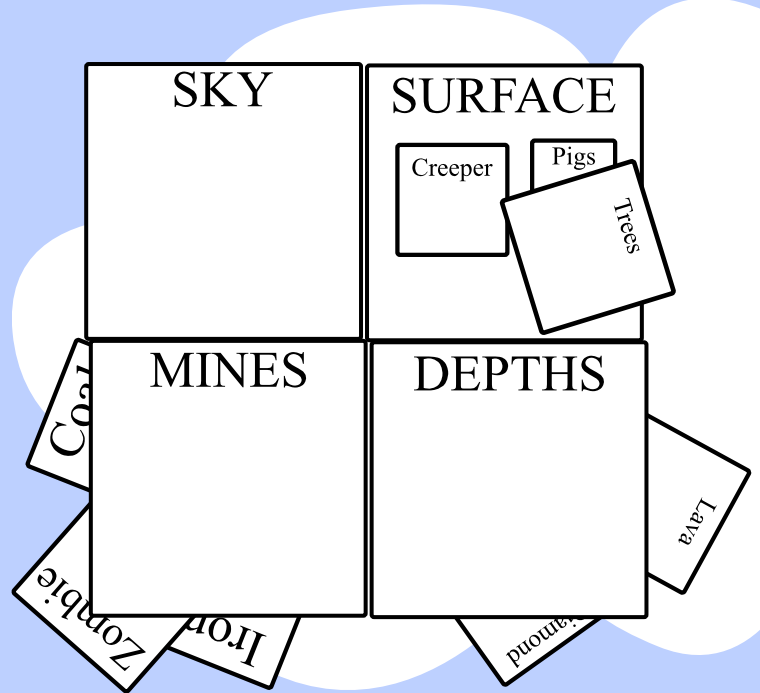
Turns are based on a Day/Night and Phase system. Each “Day” has eight phases. There are four Day Phases, during which no mobs will spawn on the surface, and any revealed skeletons or zombies on the surface are burned up, a Dusk Phase, during which no mobs will spawn, but none will be burned up, two Night Phases, during which mobs of all sorts will spawn, and a Dawn Phase, which is identical to the Dusk phase but comes in right before the day. Creatures will spawn during the Day in each Surface layer, if the tile has no creature already or a character present. Similarly, mobs will not spawn if a character or another mob is in the layer they would be spawning in.

Each chunk has four “levels”: Sky, Surface, Mines, and Depths. Sky levels will not have any naturally occurring terrain, creatures, or mobs, but a player can build in it. Surface levels have mobs, creatures and terrain, but are cleared of skeletons and zombies during the day, and spiders will become less hostile during daylight. Mines spawn mobs every other phase, and depths spawn mobs every phase, unless they are lit up by a build.

When a mob, resource, or creature is played, they are put below the chunk, without being inspected. When a player's character enters the chunk, they see the mob and creature, and with an Exploration roll they find the resource as well (they can spend a Phase to search for the resource with guaranteed success). Characters are represented by placing a unique marker on the layer they are in of the chunk they are in.

An example of chunk creation would be as follows.:The players reach the edge of the world, and a chunk square is laid down. The four “cover” pieces are placed for the Sky, Surface, Mines, and Depths. If there is a player in the chunk, a mob piece for the surface level are placed on top of the Surface “cover”. There is a chance that the surface mob card will be blank (the card lists will be later on in this document), meaning that there was no mob (and therefore the chunk is safe). A surface creature card (which may also be blank) is played, and a surface resource card is played. Since the surface is visible, so are the surface resources.

Then the Mines and Depths are populated with two resources and a mob each. Mines and Depths share the same mobs, but the resources are different. These cards are all played below the cover card, making them invisible without exploration. This means that each chunk has 14 cards played, four covers, then 10 for the resources, mobs, and creatures.



When you finish with creating the chunk, it will look something like the diagram below. The fact that the mob/resource cards are all face up is just to aid the example, in a real play setting they would be face down.

Phases are the third most important part of Minecraft: Power Outage Edition, after Characters and Chunks. After all, if there were no surviving the nights, and mobs and creatures didn't spawn, the world would get very boring very quickly. The phases are divided into three categories: Day, Dusk/Dawn, and Night.

Minecraft always starts at the first Phase of Day. Each Day has four Phases. During a Day Phase, a creature card will be placed face down in every unoccupied Surface level (that is, ones without a player or a build that obstructs creature spawning present), and any skeletons or zombies on the Surface or Sky layers will burn up and die (unless a build that specifies otherwise is present). If a skeleton or zombie mob is encountered “outside” during the day, its card is removed, and it is not necessary to fight it.

The second type of Phase are the Dusk/Dawn Phases. They allow a transition between Day and Night Phases. No actions are taken to populate chunks during Dusk or Dawn, and no mobs are removed during Dusk or Dawn.

The third type of Phase is the Night. There are two Night Phases. During a Night Phase, mobs will be replaced in any non-Sky layer that does not have a spawning restriction. This goes for both Night Phases, meaning that even if a player fights off a mob at night, a second will follow.

Mobs and Creatures may follow the player, as in their description. They will not move into a chunk or layer with another Mob or another Creature (respectively), but they will follow into layers they would not normally belong in, i.e. a creeper following a player to a build in the Sky Layer that permits movement there. Certain builds may block following or fleeing Mobs or Creatures.



## ACTIONS:

Each Phase allows a character to take one action. These actions are limited for convenience to five tasks: Movement, Exploration, Building, Crafting, and Waiting.

Movement is pretty simple. Each turn, for the entirety of a Phase, a character can move two chunks in distance. They can sacrifice one of these chunks to move to a different layer (transferring between layers is not a free action). Some Builds may interfere with or aid movement.

Exploration sounds confusing, but it's not. If you are in a layer with undiscovered resources, roll a six sided die. If you get a four or higher, flip over one resource card. The resource card goes back below the layer cover (face up), but you now know what it is. You may then try to get the resource from its source, which will require a tool (as listed in the Glossary and on its card) unless it's really easy to get. The next turn you can then take the resource card and move it to your inventory (assuming you have the proper tools, of course). If you have a finite amount of cards, you may wish to just write down the name of the resource in your character's inventory, and return the card to the draw deck.

Building and Crafting are simple. If you have the resources and materials, you can build it. You may need to smelt materials in a Forge, using coal or lava, or work at a workbench (which can be carried with you or left in a layer). Each item has its own "card", which can be printed or just used as reference (the inventory section of the Character Record allows writing in the items possessed, meaning cards can be used to track item possession, but are not mandatory. Crafting does not take a phase, but building can take a phase (or more!).

## COMBAT:

Combat is very rare in Minecraft. With the exception of Mobs, very few things in Minecraft require fighting. Nevertheless, a full rules section will be written for the process. Every mob and some creatures have a "combat threshold", meaning that you must have a certain roll above the threshold number. Combat is dangerous in Minecraft. You have ten hearts, and for each point of failure below the threshold, you lose one. This means that if your roll equals the threshold, you lose no hearts, but fail to defeat the mob. If your roll is below the threshold (say if it was 2 and you rolled 1) you lose health for each point below (for instance, 1 for 2 would lose 1 Heart, 1 for 3 would lose 2 Hearts). Should you die, a number of actions may be taken. For one, your inventory should be emptied. However, depending on who you're playing with and how you like to play, you may respawn at a home you have made or at the spawn point. Certain Builds may be considered spawns if the players wish, this adds a degree of complexity (and necessity for Builds) to the game. Combats will continue until one combatant is dead, which is pretty simple for a mob or creature (they have no health, so they die the first time they fail their Combat Threshold). Most mobs will always attack on sight, initiating combat. Other mobs will only attack at night.

If two players want to fight (after all, who wouldn't want that shiny pickaxe?), they fight much like the mob examples, except they both roll, and the loser takes damage along the same lines. Fights between players do not have to be to the death, but anything less would defeat the point.

A simple combat example is as follows.

Steve gets testosterone poisoning. He whips off his shirt, pulls out a hearty chunk of chest hair, and rushes over to a sheep. He proceeds to punch it to death. The sheep's threshold is 0, since it won't fight back and isn't terribly tough (or smart enough to flee), so it dies instantly. Steve proceeds to run over to Bill. The two get in a fight. Steve rolls a 3, and Bill rolls a 5. This means that Bill hits Steve for two hearts worth of damage. Bill is not merciless (and Steve has nothing he wants), so he allows Steve to leave with his eight remaining heart un-crossed. Steve goes back to his farm to try to get some food, but is attacked by an Injured Zombie. Seeing the Injured Zombie's Combat Threshold of 3, he swings wildly, rolling a 1. Steve gets hurt again, bringing him to six hearts, but he fights valiantly.

rolling a 5 next, and the Zombie goes down to his flurry of blows. All is lost, however, when Steve meets a Vicious Creeper, who has a threshold of 9, but dies when attacking. Steve rolls a 2, which solidifies his bad luck. He has taken 7 damage from the Vicious Creeper, meaning that all of his hearts have been crossed off. Poor Steve is now dead.

## CONTENT:

Here's the good stuff. This section is basically all the builds and items you can create over the course of the game. This is an integral part, but not inherently necessary. If you desire, a separate "Content" document is available at [prototypedesign.x10.mx](http://prototypedesign.x10.mx), if printing more than one copy of the whole rules is impractical (which it may not be) or terribly expensive (which it probably is). All of the Content of Minecraft: Power Outage Edition takes the form of cards that can be easily physically traded, printed, or copied by hand. Each card has four things on the front, a name, description (and picture, if you have artsy cards, but I don't provide those), location(s) (which also goes on the back), and Craft/Build/Combat Thresholds (basically the applicable threshold for the card, in the case of resources, this will include the tool required). The Description section will also discuss the materials required to create the tool, resource, or structure in question, if it does not occur naturally. Cards that are not explicitly exposed by the presence of character who has found them (automatic for surface resources, and any mobs or creatures) are laid face down, with only the location (on the back) showing.

It is recommended that Minecraft: Power Outage Edition be played with "Decks" of cards, each a collection of the various cards that would be used in generating and populating chunks (basically a collection of Surface, Mines, and Depths cards, containing various amounts of the individual cards of various types. For simplicity's sake, this version of Minecraft: Power Outage Edition features all the cards in a glossary, rather than scattered throughout the sections, as in the First Draft edition.

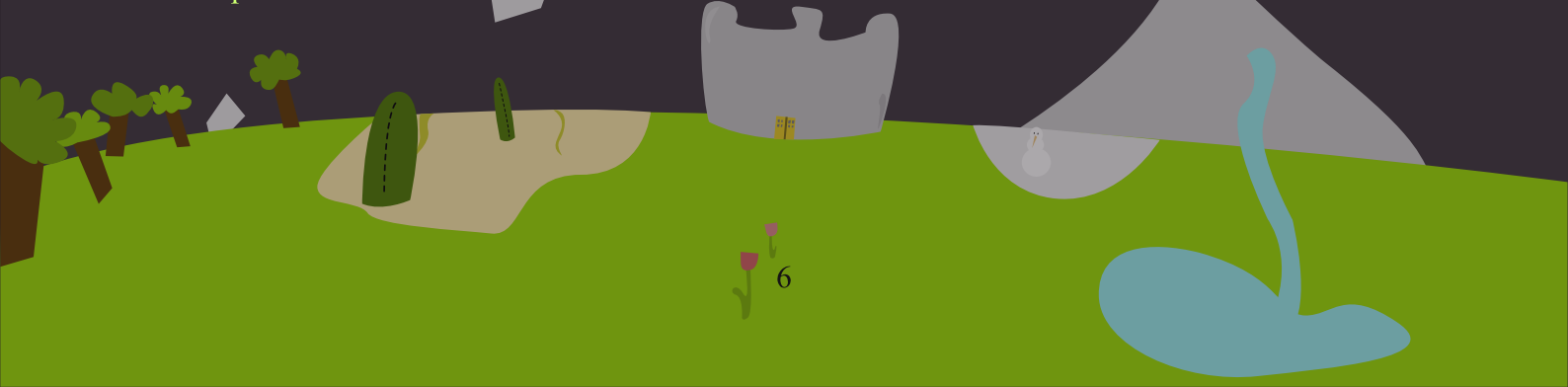
## Resources:

Resources, whether naturally occurring or manufactured, make up the majority of Minecraft's world, ranging from dirt to glass to diamond. As such, there are a lot of resources that one will encounter while playing Minecraft. Not all of them are necessarily as useful as others (nobody's exactly clamoring over getting another block of dirt), but all of them have their own purposes.

Notice that if a Resource is described as "does not occur naturally", it's a product of crafting. Removal requirements are for builds only.

## Items:

Items are used like resources, or may have a special use of their own. The term refers to any item made using a mix of Resources and other Items. Each item has a mob it is harvested from, or a set of materials it is made from. If the source is bold, it means it is expended in the interaction (i.e. you have to kill a Creeper to get Gunpowder, or use up a whole cache of Diamonds to make a Diamond Pick), and if it is not, that means you keep the source afterward (i.e. after making the Stone Pick, you still have a Stone resource, since it's logically not entirely used up, or you can take wool from Sheep without killing them). If an item can only be made at a workbench, it will have a (W) by it. Workbenches and Torches can be placed in a layer like a build (and returned to inventory without taking a phase to move them), or used from inventory, though torches are more useful when placed to prevent mobs from spawning, as mobs will not spawn in the same tile as a character.



## Builds:

Builds function much like items at times, however, they tend to have various effects. They will take up more resources than an item usually does, and often also consume items. They are anchored to a specific layer of a specific chunk (certain builds may only be possible in certain layers, or with the addition of torches). Builds are the ultimate goal of most Minecraft players, and are also favored due to the fact that they persist between lives, unlike Items or carried Resources. Unlike Items and crafted Resources which are crafted instantly, builds take time to create.

Certain Builds may have a number after their name. This means that there are upgraded versions available that have more effects. To upgrade from an earlier Build to a later build, subtract the requirements of the later Build from the requirements of the currently existing Build. This may result in some inefficiency if resources in the earlier Build are not carried into the later Build. Upgrading still takes the full production time of the later Build (unless it is noted that there is a lesser upgrade time). While an upgrade can decrease the time spent building, this only holds true if the upgrades are in direct numerical succession (i.e. I to II, II to III, III to IV, IV to V)

Certain items can be used as substitutes for other items during the creation of builds. Right now, these are Sandstone and Brick, though case-by-case rules may come later. Sandstone functions normally as Stone, but each Brick resource counts as up to four Stone resources while building (for instance, Bedroom III requires 8 Stone, 8 Sandstone, or 2 Brick, or any combination). Having extra resources from an substitute does not count towards the requirements for future upgrades, the build is treated as having its normal amount of resources.

Builds can be removed, but resources will not be returned unless full time is taken.

## Mobs and Creatures:

Mobs and Creatures are the lifeblood of Minecraft. Nothing provides a greater incentive to seek shelter than the threat of a dangerous Creeper, and nothing is more important for early survival than the presence of a Pig who can be killed for meat!

Mobs are any nasty creature that can attack a player and hurt them. All Mobs have a Combat Threshold. Typically, Mobs attack any character that enters their tile, but some exceptions only attack if conditions are met. That said, all Mobs will defend themselves if attacked, even if they wouldn't initiate the fight. If a Mob won't attack a character, they can move past it with impunity, but if they attack it, they will still have to fight. If a Mob does not attack at certain times, but the time comes for them to attack (i.e. someone is building in the same chunk as a Spider when Dusk approaches), they will attack as soon as they become violent.

Creatures are the kind, loving creatures who provide materials to build with or otherwise help characters meet their goals. They will never attack a character, even if attacked first, and have no Combat Threshold (meaning that they can be killed without danger or difficulty), though not all drop their resources on death (Sheep are harvested from like a Farm, though it takes a Phase, Wool is given to a character who shears Sheep).

Mobs and Creatures will spawn in a unoccupied layers every Phase (though Mobs will only spawn at Night, and Creatures will only spawn during the Day), unless a build restricts this. This rule is occasionally forgone for means of convenience, with the Mob/Creature card being played whenever a player enters the layer (assuming another player has not gone through it before in that round, and it is the proper time of day for a Mob or Creature to spawn).

## Blanks:

Blank cards may come up occasionally, depending on the deck being used. They are to be discarded and returned to the shuffling pile (or inserted back to the deck, though this will result in an increasing ratio of blanks

to non-blanks over time).

Decks:

The deck that the magnificent Proto recommends as default goes as follows (The deck is in batches of six chunks each):

4x Dirt, 3x Wood, 1x Stone, 2x Sand, 1x Gravel, 1x Clay

Mines:

7x Stone, 2x Coal, 1x Iron Ore, 1x Dirt, 1x Gravel

Depths:

8x Stone, 1x Redstone, 1x Lava, 1x Gold Ore, 1x Diamond

Mobs:

Everywhere:

4x Zombie, 4x Skeleton, 2x Creeper, 2x Spider

Creatures:

Surface:

2x Pig, 2x Sheep, 2x Chicken, 2x Cow, 2x Blank

Play Example:

I accept that my writing skills are at fledgling state, especially from a game perspective. So, as a sort of disambiguation, I'm going to put a somewhat lengthy example of a game play-by-play to give an insight to what the rules actually mean, in case the language used was ambiguous.

Steve decides he wants to play a board game, but he has no friends. He looks for something he can play by himself, and remembers Minecraft! Unfortunately, due to strange weather phenomena, he can't access the internet, and doesn't have a copy of Minecraft on his computer. However, Steve was a smart guy, and downloaded a copy of Minecraft: Power Outage Edition. He prints off the basic deck, cuts out the cards, then shuffles them. He decides to use a dinner napkin as a layer cover, cutting it into four pieces, and splitting it up so that each napkin makes several layer covers. He then goes through with a writing implement and labels the napkin bits that he is using as layer covers, so that he can have Sky, Surface, Mines, and Depths layers. Once he is finished, he sets up his first chunk, positioning the assorted layer covers to the correct positions. Since it's his first chunk, he decides not to play Mobs or Creatures, and just plays the Resource cards (face up for the Surface, and down for all the rest). He finishes by placing his marker (an old coin he found in a drawer while looking for dice) on the Surface Layer of his first chunk. He then proceeds to generate the surrounding chunks with the same process, setting himself up a pretty sizable game.

Steve begins playing, finally, after dealing out all the cards required to make the game go. The first chunk has Wood as a resource on the Surface Layer, so Steve grabs it (using up his Phase). The next phase, he produces a workbench (using up the Phase). He travels to another Surface layer, moving to the chunk in one direction (he doesn't have to stay there to discover the Sand laying around). He encounters a skeleton (and since it's now the third Phase of Day, the skeleton just disappears) and a chicken, which he ignores, then he moves one layer further in a second direction. His phase ends, but he finds another Wood resource, so he grabs it the next phase. He also finds a zombie (who dies due to it being the third Phase of Day still when he enters the layer) and a cow, which he kills for its Leather. The sun begins to set, so Steve produces a set of Leather Armor. Where before he had 10 Hearts, he now has 10 Hearts and 2 Armor Diamonds. However, since Steve doesn't want to bother with erasing his Character Record if he loses his Armor Diamonds, he just puts a couple small potato chips on the diamond spots so that he'll know they're there.

Suddenly, Steve hears a knock on the door. Opening it, he sees a man in a mask, who tells Steve to give him all the money in the house. Steve has no money, but he's lonely enough that he asks the burglar if he wants to play Minecraft. The burglar admits that he would, but, alas, his computer broke last week, prompting his sudden crime spree. Steve shows him Minecraft: Power Outage Edition, and the two become fast friends for the rest of their lives. But, back to the game itself.

Jim joins the game, back at the starting point. He decides that the only way he and Steve will survive the night is if they work together, so he digs down into the ground, to the Mines Layer. Potentially, Jim could move again, but he wants to be in the Mines, and he doesn't see a reason to move further. He encounters a zombie, but rolls a 3, killing it without taking damage (though it was a close call). He spends the next Phase searching the layer, while Steve returns to the start zone, leaving swaths of Creeper craters in his wake. (He did, however, roll 4 for both Creeper encounters, so he only took 2 damage, meaning that he got to eat the potato chips he was using to mark his armor).

Jim rolls the dice, and gets a 4. He discovers flips over one of the two resource cards in the Mines Layer and gets... Stone. Still, this is not a giant loss, since Steve can then make them both Stone Picks, which he does when he gets there (Steve must be the one to actually remove the Stone, so they pass the night flipping over the other Stone Resource card in the layer, and removing the stone, but as the sun rises, they both have Stone Picks, and a Stone resource card (Steve also has a Wood resource card and a Workbench).

Jim and Steve decide it's a good idea to invest in the future, and build a Forge in the Mines. They each lose their Stone Resource (Steve made the Furnace), but at the end of the Phase, they receive a brand new shiny forge. Life's good for Steve and Jim.

Things not touched on:

There are several things that were cut from the core version of Minecraft: Power Outage Edition. Some will be implemented into a later version of the core rules, others will be made as standalone documents. These are (in relative order of how they'd be done, grouped by similar systems):

Weapons and Advanced Combat

Redstone and Railroads

Cooperative Building (generally, you can choose to disallow it, or just half the time)

Water, Boats, and Biomes

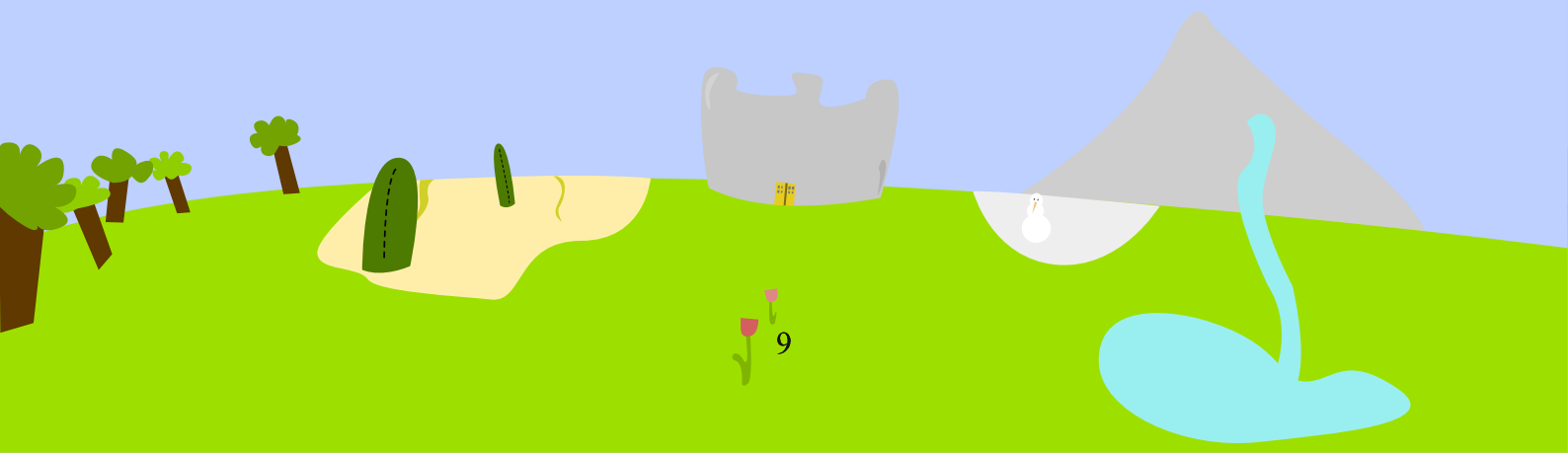
The Nether

Prestige Builds

And more!

Any updates or additions to Minecraft: Power Outage Edition, as well as printable decks, cards, and fan-made material will be available at:

[prototypedesign.x10.mx](http://prototypedesign.x10.mx)



Sample play diagram

