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## Among Us map

## Guide for among us map minecraft

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HBO's ultra-popular fantasy program - and its source novels by George R. R. Martin - have millions of fans around the world, and the expansive world has inspired creatives to come up with some really cool things. Still, it's hard to really understand the love that some fans have for the series until you've witnessed the gigantic (and we mean ginormous) world of Westeroscraft, a scale replica of the entire continent of Westeros. According to Martin, Westeros is about the size of South America, and project lead Jacob Granberry estimates that the in-game world (hosted on its own server; you need to download a separate launcher to get in) is scaled at about 1/100. In other words, it's freaking out hugely. Walking from the northernmost point of the map (the forest beyond the Wall) to Southernmost point (the Dornish sea) takes over an hour in real time, and even traversing the map - two of which are, a 3D version and a 2D version - is time consuming. 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Since 2011, The Romanian Minecrafter Ancient has been working his magnum opus: a wondrous, fictional local known as Aurora City. Inspired by several major urban areas in Asia, Aurora City was built using a unique texture pack that smooths out much of the blockiness and gives the city an authentic (if cartoony) aesthetic. Structures in Aurora are varied and detailed, with tons of signs with images and Chinese and Japanese logograms. From balconies to rooftops to flora, every element of the city is displayed with great care and despite the size of the map nothing of this city ever feels reused or lazy. The project - which Ancient has said he will probably never finish - is a work of love, dotted with unique sights and covered in small things (like cell towers) that most builders overlook. A monorail track makes its way through the streets of Aurora and around the edges, and the city has a unique blend of contemporary architecture and traditional Japanese pagoda structures; parts of Aurora are even multi-tiered, with huge rise majestically from the profile of the city. Cherry blossom trees and paper lanterns are everywhere, which adds to the distinctly oriental atmosphere. Part II: Adventure Cards These cards are not only showcases for the artistic talents of their authors - they are meant to be played and enjoyed, taking advantage of unique and creative ways to complete new games. Australian Minecrafter Disco (sometimes styled as disco\_) is a legend among members of the community. He is the architect behind numerous popular Minecraft maps and minigames, including a recreation of Plants vs Zombies, a playable in-game guitar, and a hilarious temple dedicated to Markus Persson — a.k.a. Notch - the creator of the game. Disco has 24 different YouTube uploads with over a million views each, and they all show off cool creations from him. Cake Defense 2 is one of the most enjoyable multiplayer experiences available for Minecraft; The Mojang team actually included it as a minigame in the Minecraft Realms service. In Cake Defense 2, the premise is simple: Defend against a horde of incoming enemies without dying or falling from the edge. It's easier said than done, however, with the game becoming more chaotic and difficult as you progress through levels. A huge display on the wall lets players know which enemies are left in each wave, and you even upgrade three separate stats to boost your strength along the way. Cake Defense 2 isn't necessarily a new concept, but it's very impressively composed, and it's a ton of fun when you're playing with friends. Listen to us, yes, we know Breath of the Wild is already a video game. In fact, we played it, and we liked it - a lot. Still, there's no real point in playing a game unless that game is also Minecraft, right? Fortunately, Kiptrix (known as KSKISPER on game forums and social media) recreates Breath of the Wild's Great Plateau area in the Minecraft engine, and it's, well, breathtaking. The game uses tons of imported sound files, such as the trademark Legend of Zelda gong, and he has done an incredible job replicating the world in detail, from apple trees to cathedrals. As in the full game, you have to meet a mysterious old man and find a strange tower, and some of Breath of the Wild's side quests are cooked down in shorter versions suitable for the experience. You'll still find groups of angry Moblins wandering around, and the character models look great, as do the weapons and items. Fittingly, weapon durability is extremely low, and you can even hear the same kind of soft piano music wafting into an out as your adventure. The craziest part? Kiptrix hadn't even played Breath of the Wild while he was making this - it was made entirely of promotional videos and demos. Yes. Most story-driven adventure maps in Minecraft are fun little distractions, rarely spread over more than 30 or 45 minutes. The tourist - thanks to the French builder stratocrafter - not only break the mold, it shatters the mold. The map clocks more than four hours and takes players on an adventure through Paris and unravels a mystery with the highest stakes. The imbued his story with a sense of humor, too, so despite the macabre circumstances you get a few laughs when you get attention. Attention. Plot itself takes place in a series of vast, detailed locations, each underscored by miles' worth of redstone - the type of blocks that power devices in Minecraft - and home to tons of small puzzles and scenarios for players to figure out. From the snowy streets of Paris to towering cathedrals and metro stations, Stratocrafter's attention to detail will amaze you, with excellent sound direction and music that falls in and out at opportune moments. Even puzzle veterans will find themselves stumped at certain times in The Tourist, and there are even five different redstone-powered minigames within the world to find and play. Plus, you play with a friend! If you like the idea of a more action-packed adventure map, check out Herobrine's Mansion. Created by Minecraft collective Hypixel, the Mansion is home to six unique boss battles, hordes of different enemies to fight through, and lots of loot, including various themed armor sets. A custom texture pack adds some flavor to the map's residents and surroundings, with top-notch sound design that includes heart-pounding martial music. Compared to the relatively quiet atmosphere in The Tourist, Herobrine's Mansion is high octane, when you find yourself frantically waving your sword at mobs of creepers while trying to survive. Even in survival mode, Minecraft is usually quite relaxed, but this is a whole new ball game. The mansion houses custom drinks, secret rooms and a shop. As you progress and upgrade your gear, enemies become more difficult and battles become more panicked. Herobrine's Mansion is not for the faint-hearted, and even experienced adventurers with friends will sometimes taste defeat at the hands of Herobrine and his henchmen. If you're having fun, make sure to watch herobrine's return follow-up, with a whole new adventure with more creative boss battles and unique items to collect. Few experiences in Minecraft are so exciting. It's hard to choose a single dropper map to show because the concept has become a full-on sub-genre for Minecraft adventure maps. So the general idea is: Survive a series of drops of high places that avoid obstacles on the way down and usually land in a small pool of water. It sounds simple - and it is, for the most part - but the theme became very popular, leading to the creation of dozens of dropper cards, each more ingenious and diabolical than the previous one. Some dropper cards feature hidden treasures halfway through, and some offer alternative objectives to spice up the action. Most dropper cards are home to several drops, unlocking in a specific order and increasing the difficulty level. Dozens of droppers or lifts at the bottom of each drop generally return players to a from hub, from which they can select their next drop, but of course this varies by card. Builders tend to get creative with droppers, using unique perspectives and intricate level design to challenge players. There There so many different versions that you could spend days just dropping and marveling at the twists and turns every Minecrafter used to tweak the formula. Or watch YouTubers do it for months; It's even easier to find Let's Play videos than to find dropper cards. Editorial recommendations

It's easy to dismiss Minecraft as a hobby for kids — the grainy, cartoonish graphics certainly don't look like the most popular video games, and there's no real endgame in Minecraft, but a never-ending builder's odyssey. Yet the game carries a strange charm, hiding countless layers of creation under a simplistic, 8-bit shroud: If you've ever dumped out a huge mishmash of Lego bricks on a carpet and built from the imagination, you must understand the title's spirit. Without characters, words, or any kind of plot to speak of, the game has delighted many. So many, in fact, that it now stands as the second best-selling video game of all time, behind only Tetris. With that kind of huge player base, it should come as no surprise that some of the community's creations are downright ridiculous. Some projects have been conceived and built by lone builders with a certain vision, while others are labor of love for large groups of players, working together for years to craft vast empires. Some structures come directly from the imagination of their authors, while some are carefully detailed models of previously realized worlds - fictional or otherwise. In any case, it would be downright rude to wax poetic about these creations without a little show-and-tell, so scroll on, dear reader, to see the best that the global Minecraft fraternity has to offer. Something to keep in mind: Many of these maps are only compatible with specific versions of Minecraft. If you want to experience them yourself, you may need to install a separate launcher or structure package. Part I: Creative cards These cards are not home to puzzles, enemies or narrative gameplay — they are just eye candy, here to look at and be appreciated. Their creators spent countless hours pouring into buckets full of blood, sweat, tears and cubes, and the results are simply spectacular. Even if you don't know anything about Minecraft, chances are you've heard of Game of Thrones. HBO's ultra-popular fantasy program - and its source novels by George R. R. Martin - have millions of fans around the world, and the expansive world has inspired creatives to come up with some really cool things. Still, it's hard to really understand the love that some fans have for the series until you've witnessed the gigantic (and we mean ginormous) world of Westeroscraft, a scale replica of the entire continent of Westeros. According to Martin, Westeros is about the size of South America, and project lead Jacob Granberry estimates that the in-game world (hosted on its own server; you need to download a separate launcher to get in) is scaled at about 1/100. In other words, it's freaking out hugely. Walking from the northernmost point of the map (the forest beyond the Wall) to Southernmost point (the Dornish sea) takes over an hour in real time, and even traversing the map - two of which are, a 3D version and a 2D version - is time consuming. King's Landing, the of Westeros and its largest city, is monolithic; more than a billion blocks went into its creation, from Baelor's Sept. to the Red Keep. Although the world is not yet inhabited (yet - Granberry & co. still has designs to make the project a full-fledged RPG), it is still alive; weather effects are surprisingly vivid, with snow swirling around Castle Black and blood-orange sunsets peeking through the willows at Highgarden. It's all very official at this point; potential employees of Westeroscraft must submit applications to the team by building a location to prove their sharpness and knowledge of aesthetics. Aria Creations, a team of Minecraft builders, is known for creating beautiful, uber-detailed maps. From giant carnivorous fly traps to a wolf sing to the moon, Aria's squad can make almost anything - often taking requests from fans or members of the larger Minecraft community, which can be used as launch points for private servers, among other things. For ARIA's most elaborate projects, they create super sweet time lapse videos with the building process (accelerated, of course), with smooth camerawork and relaxing electronic music typical of Minecraft flythroughs. Luccid Utopia, probably their most popular creation, is a futuristic city built atop a tropical island, full of winding highways and towering skyscrapers. There's something strangely satisfying about watching little dots fly around, structures rising from the ground like some kind of crazy, detailed loading screen. Not only is the city a work of art - looking at the time lapse is a neat way to see how Aria goes about their creative process, starting with small infrastructure like street lights and gradually moving into bigger things. Luccid Utopia's tallest building is so high, in fact, that it actually pierces the cloud line, and it's not even the coolest element. Look good for an Easter egg or two. 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