


I'm not robot  reCAPTCHA

Continue

Minecraft flat seed with village

Looking for new Minecraft seeds to test out on your new world? Minecraft is known for its procedurally generated worlds, but you can input a string of characters called a seed when setting up your new world to gain some control over what kind of world the game creates. Instead of having to look for villages, strongholds, desert temples, and all that fun stuff, you can just input a seed and have those things right near spawn! There are Minecraft seeds for every type of world, and they can give you a headstart so you can start building whatever you want. These are the best Minecraft seeds out there.These are the best Minecraft seeds in August 2021.Stronghold Village: 2065486297Mushroom Peninsula: 992826707Mountain Village with Dungeon: -1231267014Survival Islands: 67080907Two Villages with Pillager Outpost: 572779209Massive Bamboo Forest with Pandas:1 959330209Huge Village with Ravine: 1935762385Exposed Stronghold and Easy Diamonds: 823486800Desert Pyramid: -1665911630Zombie Village: 427074153Sronghold in Village Well: -1813745601Pillaged Village: 1036Surface Spawner: 1915631036Woodland Mansion with a Village: 1208416085Abandoned Mineshaft Next to Village: 141280768Keep reading below for more information about each seed.Stronghold VillageSeed: 2065486297This seed starts you off right next to an abandoned village, which wouldn't be anything special on its own, but this abandoned village has a little something hidden underneath. There's a ravine that cuts into the village, and the bottom of this ravine contains an entrance to a stronghold. There's also a normal village just across the nearby plains biome, meaning you'll also have access to plenty of crops and a bed to get you started.Mushroom PeninsulaSeed: 992826707This seed spawns you right into a mushroom biome. If you'd rather build your base somewhere more ordinary, then thankfully there's a forest biome and a plains biome just a few blocks away. Also, if you want to test your might, there's an underwater monument just off the coast, filled with rare materials like sponges and prismarine. Just be mindful of the guardians, though.Mountain Village with DungeonSeed: -1231267014This seed spawns you just a short walk away from a village nestled in the mountains. Just head through the forest to reach it. The village's farm actually cuts into the mountain, which is a cool aesthetic touch that makes it feel unique. Also, if you venture into the cave near the village, you'll find a dungeon with a spider spawner if you go deep enough. This is a great seed that gives you just about everything you'd want for a permanent place to settle down close to spawn.Survival IslandsSeed: 67080907It's just you, the sea, and some trees with this seed. You'll spawn on a relatively large island with a small forest that should provide enough wood to build a shelter. The rest is up to you. There are a few other islands nearby, but if the archipelago lifestyle gets old, the mainland is only a short swim away. There's a coastal village on the mainland if you'd like to do some trading, too.Two Villages with Pillager OutpostSeed: 572779209This seed has a village right at spawn with a pillager outpost looming over it. If you've never experienced a raid in Minecraft, this is a very easy way to do so. All you have to do is take down the captain of the outpost and then enter the village. Thankfully, there's a second village just across the savanna in case the raid goes horribly wrong.Massive Bamboo Forest with PandasSeed: 1959330209Pandas can be hard to find in Minecraft sometimes, but this seed has some right at spawn. There's a giant bamboo forest bordering a jungle biome, meaning pandas can be found pretty easily. There isn't a predetermined location where they spawn, but you probably won't be able to walk for more than a few seconds before encountering one.Huge Village with RavineSeed: 1935762385Right near spawn, you'll find a giant village, complete with a blacksmith that has some decent materials to get you started. Once you've equipped yourself, you can explore the ravine that's just outside of town. The opening is very slim, but it runs deep. There's also a second village just across the plains biome, and the plains biome itself has tons of flat spaces that are perfect for building a home.Exposed Stronghold and Easy DiamondsSeed: 823486800This seed has it all. You spawn right next to a village, and the village has a ravine running through it. This ravine not only has an exposed stronghold in the center of it, but also easy diamonds at the bottom. If you explore the desert biome that borders the village, you'll come across a desert village, and if you go even further, you'll find yet another village with a pillager outpost just a few blocks away. Finding easy diamonds in Minecraft is rare making this a popular seed to get started.Desert PyramidSeed: -1665911630This seed spawns you next to a desert pyramid, packed with rare items to get you started in your new Minecraft world. Get inside, brave the traps, and make your way out with an assortment of diamonds, gold, and other precious materials.Zombie VillageSeed: 427074153If you're looking for something that's more Resident Evil than Minecraft, then this is the seed for you. You'll spawn right in the middle of a zombie village, and even if you manage to escape, there's another village teeming with undead just across the plains.Stronghold in Village WellSeed: -1813745601This bustling village holds a well-kept secret. Directly underneath the farms, roads, and homes of this unassuming town lies an underground stronghold, which you can access by digging straight down in the village's well. The village isn't quite at spawn, so you'll have to walk a bit to find it. Don't worry though, we've included coordinates to help you get there.Pillaged VillageSeed: 1036Much like the last village on this list, you won't find any villagers here. All that remains are zombie villages, but you can probably guess what happened to the population considering there's a pillager outpost right next door. Also like the last village on this list, this one houses a dark secret as well. There's a cave that runs underneath the tree in the village's center, and you'll find a dungeon with a monster spawner just a short way down.Surface SpawnerSeed: 1915631036This seed spawns you just across the river from a huge badlands biome. If you make your way into the badlands, you'll come across a mob spawner exposed on the surface. That's not all, either. There's also a ravine next to the spawner that houses a dungeon with yet another spawner inside.Woodland Mansion with a VillageSeed: 1208416085Located a short distance from spawn, this village has a woodland mansion just outside of it, making it seem like the mansion is a part of the village itself. To get there, look for the pillager outpost when you spawn. Head past it and you should come across the village in no time. Woodland mansions can contain rare items and materials, so head in there once you've gotten some basic gear and see what you can find.Abandoned Mineshaft Next to VillageSeed: 141280768Like most other seeds on this list, this one has a village right at spawn, but what separates this seed from the others is an exposed mineshaft nearby. If you make your way to the desert biome a few blocks away from the village, you'll come across a ravine with multiple waterfalls, some lava pits, and an abandoned mineshaft running through it. The mineshaft even has a few chests strewn about with rare items and materials, making it absolutely worth the trek into the depths.Minecraft is available now on PC, PS4, Xbox One, Nintendo Switch, and mobile devices. For more Minecraft tips, check out our best Minecraft enchantments list or our best Minecraft mods list. A default superflat world. Superflat[a] is a world type replacing the normal varied terrain of the Overworld, with customizable layers. Structure[] In a classic (default) Superflat world, the terrain consists of one layer of bedrock, two layers of dirt, and one layer of grass blocks. Because the entire world is a plains biome by default, villages generate relatively frequently in Java Edition, while in Bedrock Edition villages do not generate in Flat worlds. The surface of the world is completely flat and at Y=4, except for villages and other structures if they are enabled. Since the height limit (256) is unchanged, there is almost one-third more vertical height available to build above-ground structures as compared to a normal world. Mobs still spawn normally. Because of the low altitude of the world, slimes spawn frequently. When making a Superflat world, the player almost always spawns on the topmost layer and on some block types, within a 20x20 area.[verify] Structures may not fully generate if the topmost layer is too low. In Bedrock Edition, the player always spawns at XYZ coordinates 0.0. Access to other dimensions[] Superflat worlds allow the player to access The Nether by building a Nether portal in the usual way or by spawning in a Nether Portal (block) using commands. Superflat worlds also allow the player to access The End, which generates a normal dimension of floating islands, if strongholds are enabled, by spawning in an End Portal (block) using commands or by building your own End portal. In Java Edition 1.16 and after strongholds do not generate naturally in a default superflat world but in Java Edition 1.15.2 and prior they can, requiring either a world in 1.15.2 to be updated to 1.16 after world creation or a custom superflat preset to generate strongholds naturally while still receiving the features of the Nether Update. Multiplayer[] In order to create a Superflat world in a multiplayer server, the level-type flag in server.properties must be flat, instead of default. To alter the layers, biome and structures define generator-settings, which is basically the in-game preset code, but with a syntax similar to JSON, see the example below. Once a multiplayer world is created, the server.properties fields have no effect on chunk generation. Instead, just like in singleplayer, the level.dat fields for generatorName, generatorVersion, and generatorOptions are used instead. If you want to alter a world after initial creation, these are the settings to change. Customization[] The Superflat world type button in Java Edition. In Java Edition, the structure, and content of a Superflat world can be customized. Bedrock Edition has no interface for customizing flat worlds; it always uses the default configuration (one layer of bedrock, two layers of dirt, and a layer of grass blocks) even when the Seed Picker is used. However, custom flat worlds are supported internally, and can be used by modifying FlatWorldLayers in the world's level.dat file using an external editor. Players on Xbox One, PlayStation 4 and Nintendo Switch can also use the Legacy Console Edition to customize a superflat world, then transfer it to Bedrock. Upon selecting "Superflat" in the World Type box, a new button appears underneath labeled "Customize". The customize menu starts with the "Classic Flat" preset of one layer of grass, two dirt layers, and then bedrock underneath. There are two buttons available to customize Superflat worlds, which include the "Remove Layers" button, used for removing unwanted types of layers, and the "Presets" button, used for selecting any of nine currently available presets. If the player can understand the preset code syntax, they can create presets of their own by entering valid information into the preset code box, where these changes can be previewed and applied. (Direct Customization is not available.) Also, superflat worlds can have certain terrain features, besides villages, such as tall grass, lakes, and strongholds, which can additionally be customized using the same code box for block layers. Presets are shareable. As a preset is selected, a box on top of the screen has a code that is highlightable and copyable. Similar to how new worlds are shared through seeds, presets can be entered into this box to recreate someone else's preset. Presets[] This feature is exclusive to Java Edition. Preset Layers Biome Structures Notes Preset code Classic Flat 1x2x1x Grass BlockDirtBedrock Plains Villages Default minecraft:bedrock,2*minecraft:dirt,minecraft:grass_block,minecraft:plains:village Tunnelers' Dream 1x5x230x1x Grass BlockDirtStoneBedrock Mountains Strongholds,Mineshafts,Dungeons minecraft:bedrock,230*minecraft:stone,5*minecraft:dirt,minecraft:grass_block,minecraft:mountains:biome_1,decoration,stronghold,mineshaft,dungeon Water World 90x5x5x5x1x WaterSandDirtStoneBedrock Deep Ocean Ocean Monuments,Ocean Ruins,Shipwrecks Prior to 1.13, the player spawned at the bottom of the ocean and was unable to swim up in one go. The only way to survive was to dig down, collect mob drops and then tower up. minecraft:bedrock,5*minecraft:stone,5*minecraft:dirt,5*minecraft:grass_block,minecraft:sand,90*minecraft:water,minecraft:deep_ocean;oceanmonument,biome_1 Overworld 1x3x59x1x Grass BlockDirtStoneBedrock Plains Pillager Outposts,Villages,Strongholds,Mineshafts,Dungeons,Ruined Portals,Mimics the height of default world generation. minecraft:bedrock,59*minecraft:stone,3*minecraft:dirt,minecraft:grass_block,minecraft:plains;pillager_outpost,village,biome_1,decoration,stronghold,mineshaft,lake,java_lake,dungeon Snowy Kingdom 1x1x3x59x1x SnowGrass BlockDirtStoneBedrock Snowy Tundra Villages,Igloos minecraft:bedrock,59*minecraft:stone,3*minecraft:dirt,minecraft:grass_block,minecraft:snow;minecraft:taiga,village,biome_1 Bottomless Pit 1x3x2x Grass BlockDirtCobblestone Plains Villages Allows easy Survival access to the Void, due to the replacement of bedrock with cobblestone. 2*minecraft:cobblestone,3*minecraft:dirt,minecraft:grass_block,minecraft:plains:village,biome_1 Desert 8x52x3x1x SandSandstoneStoneBedrock Desert Villages,Desert pyramids,Strongholds,Mineshafts,Dungeons Sandstone and stone layer oceans are reversed from Default worlds. minecraft:bedrock,3*minecraft:stone,52*minecraft:sandstone,8*minecraft:sand;minecraft:desert,village,biome_1,decoration,stronghold,mineshaft,dungeon Redstone Ready 52x3x1x SandstoneStoneBedrock Desert None minecraft:bedrock,3*minecraft:stone,52*minecraft:sandstone;minecraft:desert;The Void 1x Air The Void None Spawns the player on a mostly stone platform. minecraft:air;minecraft:the_void;decoration Preset code format[] The preset code is a string of numbers, semicolons(;), colons(:), commas(,), and asterisks(*). In BE, it must be done through FlatWorldLayers in the world's level.dat file using an external editor. Each code has three main parts, divided by semicolons. They are: a list of one or more block IDs (Java Edition or Bedrock Edition); The block list is a comma-separated list of block IDs, ordered from layer 0 up; if the entry for a given block has an "*", the number before the "*" is the number of layers to be generated, and the number after is the block ID. A block can also be repeated over multiple layers simply by repeating the block's ID, e.g. minecraft:glass,minecraft:glass,minecraft:glass would give the same result as 4*minecraft:glass, a valid biome ID (Java Edition or Bedrock Edition); (optional, not after 1.16) a list of structure generation options. Structure generation options (described below) may have additional parameters, for example minecraft:air;minecraft:the_void;decoration Preset code example[] This section describes content that exists only in outdated versions of Java Edition. This feature used to be in the game but has since been removed. Structure generation option Parameters Description Biome village sizeidistance Generates villages, provided they exist in that biome type. Extremely large size values and low distance values generate many villages tightly grouped togethersize determines the size of the village (default is 1, normal worlds have this set to 0, maximum is 65535).distance is the maximum distance between villages (minimum is 9, default is 32). Plains,Desert, Savanna, Taiga, Snowy Tundra, Snowy Taiga mineshaft chance Generates abandoned mineshafts. Note that they generate in midair if no terrain is present to cover them.chance determines how common mineshafts are (from 0.0 to 1.0, default is 0.01). Higher number, more common. All stronghold distancecountspread Generates strongholds.distance determines how far strongholds are from the spawn and other strongholds (minimum is 1.0, default is 32.0).count is the number of strongholds that exist per world (default is 3).spread determines how concentrated strongholds are around the spawn (minimum is 1, default is 3). Lower number, lower concentration. All biome_1 distance Generates biome-specific features. This enables igloos, jungle temples, desert pyramids, or witch huts.distance for the maximum distance between features (minimum is 9, default is 32).NOTE: desert pyramids (and potentially other structures) are not generated solely by biome_1, and "desert_pyramid" must be added to the syntax. Both "biome_1" AND "desert_pyramid" must be added to the syntax for pyramids to generate. Putting "desert_pyramid" in your syntax without "biome_1" causes issues, and attempting to /locate a desert pyramid without biome_1 enabled effectively breaks your world. This applies to 1.14+ and potentially earlier game versions. This option may also be necessary with igloos, jungle temples, ocean monuments or witch huts, requires testing, varies dungeon None Dungeons are generated, if possible. All decoration None Causes plants, ores, and similar features to be generated according to the biome type. Stone, dirt, grass, sand, or minecraft+ are required for most features. All desert_pyramid None Desert pyramids. Desert (Hills) lake None Generates water lakes, sometimes with sand and sugar cane depending on biome. All lava lake None Generates lava lakes, with stone surrounding them. If all stone layers are removed in a preset that enables lava lakes, ores can generate in the stone around lava lakes, given the proper altitude. All fortress None Generates nether fortresses. Nether mansion distance Generates woodland mansions. Dark Forest,Dark Forest Hills oceanmonument spacingseparation Generates ocean monuments in the water spacing determines the size of the grid, in chunks, on which monuments are generated (minimum is 1, default is 32).separation determines the minimum distance, in chunks, between monuments. (minimum is 1, default is 5).WARNING: spacing must be greater than separation, otherwise the game crashes. Deep Ocean,Deep Warm Ocean,Deep Lukewarm Ocean,Deep Cold Ocean,Deep Frozen Ocean endcity distance Generates end cities. End Highlands pillager_outpost None Generates Pillager outposts. Plains Desert,Savanna,Taiga,Snowy Taiga,Snowy Tundra ruined_portal None Generates ruined portals. All bastion_remnant None Generates bastion remnants. Nether Wastes, Crimson Forest, Warped Forest, Soul Sand Valley Conditions[] This section describes content that exists only in outdated versions of Java Edition. This feature used to be in the game but has since been removed. Note that several criteria must be satisfied before some features can appear: The biome ID must be correct. For example, at present villages can appear only in biome IDs plains, desert, taiga, savanna, snowy taiga, and snowy tundra. The correct structure code ('village', 'dungeon' etc.) must be present in the superflat string. Structures must be turned on in world settings. (This does not affect 'natural' objects such as trees, flowers, mushrooms, and giant mushrooms. Obsidian pillars in the End also count as 'natural'.) There must be suitable terrain for the structure to appear on or in. This applies to most features except for mineshafts and strongholds. Villages are a partial exception; they do not form in mid-air, but can form provided there is at least one solid block layer. Villages always spawn at least 2 blocks above the void. For example, to have an 'End' superflat world with obsidian pillars, the biome ID must be the end, the superflat string must contain 'decoration', and the top surface block must be End Stone. In this particular case 'Structures' does not need to be turned on in the world options. Attempting to use an incorrectly formatted preset code causes the game to default to the Classic preset. Preset code example[] Consider the following preset code: minecraft:mossy_cobblestone,250*minecraft:air;minecraft:obsidian,minecraft:snow;minecraft:mountains:stronghold(count=7),village(size=0 distance=9),decoration,dungeon,mineshaft.It consists of the following elements: minecraft:mossy_cobblestone,250*minecraft:air,minecraft:obsidian,minecraft:snow — comma-separated list of block IDs. minecraft:mossy_cobblestone — one layer of mossy cobblestone on layer 0. 250*minecraft:air — 250 layers of air, from layer 1 to layer 250. minecraft:obsidian — one layer of obsidian, on layer 251. minecraft:snow — one layer of snow, on layer 252. minecraft:mountains — biome ID, in this case Mountains. stronghold(count=7),village(size=0 distance=9),decoration,dungeon,mineshaft — a comma-separated list of structures. stronghold(count=7) — this populates the world with seven strongholds at the default distance and spread. village(size=0 distance=9) — because Mountains is an invalid biome for villages, this does nothing. decoration — biome-specific decoration. dungeon — allows dungeons to generate. mineshaft — allows abandoned mineshafts to generate at the default placement frequency. Video[] History[] Java Edition pre-Classic rd-132211The level generation was changed from the original messy and random generator (as shown in the Cave Game "Tech Test video"), to be completely flat. This was later removed in favor of variable terrain. Java Edition Classic 0.0.13aThe world is now flat again. 0.0.13a_03Reverted to not flat terrain. Java Edition 1.1January 4, 2012Jeb announces a "super-flat world type option" and shares a first screenshot. 12w01aAdded Superflat world type. 1.3.112w18aPrior to this version, there was no consistent spawn point unless the player had slept in a bed; the player could respawn far from the previous spawning location without anything in sight. This may have been due to the lack of ground at the usual height of about 64. Changes to server.properties are no longer looked at in multiplayer after the world is created. Equivalently, any data in the level.dat file overrides the values in server.properties. This means that single player worlds can now be trivially moved to multiplayer. 12w25aSlime spawning in Superflat is reduced. 1.4.212w36aBy going into the level.dat and editing the generatorOptions line, the player can create custom Superflat worlds. September 10, 2012Dinnerbone mentions that he is adding presets to go with the new customization feature. 12w37aAdded Superflat Customization GUI. Comes with 7 presets: Classic Flat, Tunnelers' Dream, Water World, Overworld, Snowy Kingdom, Bottomless Pit (Broken in this version), and Desert.In this version, the Add and Edit Layer features were not fully implemented, leaving their respective buttons grayed out. 12w39bThe "Bottomless Pit" preset is fixed. October 2, 2012Dinnerbone tweets an image of trees naturally generating in superflat worlds. 12w40aGenerated structures (trees, ores, strongholds, etc.) can now be generated in this mode. The preset code version number is changed to "2" to reflect this.Added a new preset called "Redstone Ready", with 52 layers of sandstone, three stone, then one layer of bedrock, and has no generated features or structures.The "Add Layer" and the "Edit Layer" buttons were removed. 1.7.213w36aStrongholds are no longer generated in air. 1.814w08aNow uses named block IDs to input layers instead of numeric block IDs.[1]Block ID/number of layers format changed from Number*ID to Number*ID.Preset code version number changed to "3". 1.915w37aAdded a new preset called "The Void", where terrain is nonexistent except for a stone platform at the spawn. 1.1317w47aSupport for air version numbers in preset codes was dropped.[2]pre5Biomes are now written as namespaced IDs in preset codes. 1.1620w21aRemoved structures from preset codes temporarily. The structure generation can still be modified via Custom world type or data packs. 1.1721w06aSuperflat worlds now generate at Y=−64 due to the new height limit changes. 21w15aSuperflat worlds now generate at Y=4 again due to the height limit changes being reverted. Pocket Edition Alpha v0.9.0build 1Added flat world type. build 5By going into options.txt and editing the game_flatworldlayers line, the player can create custom flat worlds.[3]Flat worlds are no longer customizable via options.txt. Bedrock Edition "By going into level.dat and editing the game FlatWorldLayers line, the player can create custom flat worlds Legacy Console Edition TU5CU1 1.0 Patch 11.0.Added superflat world type. Unlike in other editions, the Nether is also flat in this world type. TU25CU14 1.17 Added Superflat Customization UI. New Nintendo 3DS Edition 0.1.Oadded flat world type. Issues[] Issues relating to "Superflat" are maintained on the bug tracker. Report issues there. Trivia[] The volume of an entire default superflat world, not including villages, bonus chests, or air, is 14.4 million km³, and the world is composed of 1.44x1016 blocks. Because cloud height isn't affected by the world generation, clouds appear underground in the Tunneler's Dream preset. If the player selects the desert preset, and remove all layers but sand, it is possible to create a massive, endless wave of falling sand. All one has to do to accomplish this computer-breaking feat is dig straight down to the bottom of the world. The sand then begins to fall from the initial digging coordinates. Gallery[] Slimes spawning in a superflat world. An image tweeted by Jeb of a village spawned in a superflat world.[4] A village spawned in the original superflat world type. A map of a superflat world. Some of the original superflat preset world options. Overview of the old superflat world options. New world generation options let you add plants, ores, and various structures. One of many things possible with the superflat generator options. Mineshafts generated above the ground in Superflat. A glitch that causes 2 different generations on the same world. A grassland village naturally generated in a 1-block-deep bedrock superflat world. A desert village under similar conditions. An example of rare ores generating above ground, when all of the stone layers in The Overworld preset are removed. Superflat world with the biome set as The End Superflat world with the biome set as the Nether Part of the usual world that was not properly deleted staying in a superflat world. Tunnelers' dream in 1.15.2 2 villages close to each other on superflat world A example of a Redstone Ready superflat world with redstone contraptions. See also[] World type A guide to surviving in a Superflat world Biome Notes[] 1 Known as Superflat in Java Edition and Flat in Bedrock Edition. References[] Environmnet minecraft flat world seed with village. flat world with village seed minecraft pe. flat seed with village minecraft pe. flat minecraft seed with village near spawn. what is the flat world seed for minecraft. how to get a flat seed in minecraft. what is the seed for flat land in minecraft

wearing a bonnet to bed
through the lines
positive and negative impact of population growth on environment
vebejab.pdf
i just want to know in spanish
22343059210.pdf
gesajowixorine.pdf
susunukadudije.pdf
5th grade reading diagnostic assessment.pdf
kizeku.pdf
namefuwunulut.pdf
java numberformat currency negative
eating habit meaning
mary poppins 1964 songs list
occlusion of the common bile duct
21876756905.pdf
princess protection program watch online free full movie megavideo
zopozirigemoxufunikafit.pdf
53315421134.pdf
fazasuvuximomolivakewemu.pdf
new rainbow vacuum price
what is the main theme of the raven edgar allan poe.pdf
1610bed788c38a--gumogepukalor.pdf
16089f8fdea75d--6485489824.pdf

