MSNCT

By Sasha Tripathi

With Help From: Rowan McSpadden, Anish Jindal

With Playtesting Help From: Neil Tomala, Anna Csiki-Fejer, the Missouri Quizbowl Student Server

TOSSUPS

1)

For several updates after its introduction, this block's textures were modeled improperly, leading to the ability to see through it. Due to code changes, this block could sometimes lose its status (*) as a villager workstation. One bug that still has not been patched (as of 2022) allows potions to be converted into splash, lingering, or normal varieties without the use of a brewing stand. For 10 points, name this block that can be used to store water safely in the Nether.

ANSWER: **cauldron**

2)

It's not swimming, but in update 1.13, a first-person animation for this action was added back to the game after its removal in 1.8. An enchantment that modifies this action was moved from the boots slot to the leggings slot while in development. A player performing this action can (*) take fall damage on a block that would otherwise negate it. For 10 points, name this action that makes the player lean forward, defaulted to Shift on keyboards.

ANSWER: **sneaking**, **crouching** (dubiously prompt on shifting until mention[1])

3)

This item's shade of blue was changed in the 1.14 mass texture change. One way to obtain this item without breaking blocks is to use a villager. This item once was the fastest in the game to break (*) cobwebs. Like others of its class, this item used to be able to reduce incoming damage before update 1.9. For 10 points, name this weapon, the strongest in the game for about half of Minecraft history.

ANSWER: **diamond sword** (prompt on sword)

4)

In one update, these entities were retextured to be an entirely different color. These mobs are unaffected by the doMobSpawning gamerule. The only fully renewable source of these entities is through a (*) monster spawner, although it is impractical to build a farm for them. They're not spiders, but these entities are affected by the Bane of Arthropods enchantment. For 10 points, name these small gray entities that can be found in mountains and strongholds, capable of infesting several stone blocks.

ANSWER: **silverfish**

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[1] The author uses Z to shift, as LShift is an awkward key to reach for his abnormally long fingers.

5)
One of these items inexplicably became blue due to hardware issues upon its implementation. One variant of these items can be used to breed rabbits. Some of these items can be fed to (*) mooshrooms to give potion effects when milked. For 10 points, name these items which can be crafted into dyes, most of which are only placeable on dirt and grass variants.

ANSWER: **flowers** (accept **rose** until "variant, " anti-prompt on any specific after)

6)
The dominance of this hack was nerfed severely with update 1.9, the Combat Update. Despite being nearly untouchable while using this, it is less commonly used than several other hacks. One counter to this hack is to hide in tall grass to avoid detection. This hack moves the (*) player's head on servers, but not on the client. This hack is very recognizable for the constant movement of the player's arm. For 10 points, name this hack which makes the player automatically hit nearby entities.

ANSWER: **killaura**

7)
This block cannot hold sugarcane or flowers on top of it. The two variants of nether tree saplings can be placed on this block, unlike most overworld blocks. Starting in a recent update, using a (*) shovel on this block turns it into a path block. It's not a grass block, but it does need light to spread. For 10 points, name this block capable of spreading to nearby dirt blocks, found only in mushroom biomes.

ANSWER: **mycelium**

8)
In Update 1.16, a small quality-of-life change was made to this system. In Bedrock Edition, this slot can hold only a few items, whereas in Java Edition it can hold any item. One of the three weapons that can be utilized from this slot is the trident. This slot in the inventory is (*) invisible unless an item is in it. For 10 points, name this slot in the inventory which, when utilized, displays the held item opposite the player's main hand.

ANSWER: **offhand** slot system (accept whichever hand is not the player's dominant)

9)
Several things in Minecraft can produce these phenomena in Bedrock edition, but not in Java. In the 1.14 update, in addition to a texture change, a block used to produce these phenomena was changed to preserve 100% of the affected blocks as drops. In one version of Minecraft, a block producing these phenomena may affect (*) terrain underwater, which they do not normally. For 10 points, name this phenomenon that breaks blocks in a spherical shape, often accomplished via the use of TNT or Creepers.

ANSWER: **explosion** (anti-prompt on anything containing **explosion** until *TNT*)

10)
Turtles do not follow their usual drop rules when interacting with this phenomenon. This phenomenon can cause skeleton traps to appear. Due to a rendering conflict, this phemonenon causes (*) water to appear invisible. This phenomenon is listed as an entity in the /summon command, but instantly disappears when summoned. For 10 points, name this phenomenon, capable of transforming pigs, creepers, and villagers.

ANSWER: **lightning** (do not accept thunderstorm)

11) Description acceptable -
It's not sprinting, but due to a quirk in vector summation, doing this action while moving forward increases the player's speed. In PvP scenarios, this word refers to navigating around the opponent while hitting them. (*) One bridging technique requires that this action be done while moving in order to be fast enough to not fall down. For 10 points, name these actions, which cause the player to move in a direction perpendicular to the camera's orientation.

ANSWER: **strafing** (accept **horizontal** movement until *word*)

12)
This block is useful in creating an "inefficient staircase," as it does not have a full collision box. When a note block is placed atop one of these blocks, the sound becomes that of a cowbell. One item that changes function when used on this block is (*) flint and steel. This block is useful in item elevators due to its interaction with water. For 10 points, name this block which slows players moving on it, often used to construct a Wither.

ANSWER: **soul sand**

13)

One strategy used by speedrunners to find nether structures uses this interface to find the numbers of entities nearby. This interface's light-level statistics are measured from the player's feet rather than their head. This interface shows both the player's (*) FPS and TPS. Compasses are often made obsolete by this interface's ability to display a player's XYZ coordinates. For 10 points, name this interface which displays hidden information about the player, accessed through a function key.

ANSWER: **debug** menu (accept **debug** screen or **F3** menu or **F3** screen)

14)

There is a noticeable increase in the potency of this effect at level 5. The HUD icon for this potion effect used to feature a dragon icon, but now shows a sword instead. Until update 1.13, this potion effect could only be granted by a (*) beacon or a specific food item. Unlike Strength, this potion effect lacks a "counterpart" effect. For 10 points, name this potion effect, which makes the recipient take less damage from most sources.

ANSWER: **resistance**

15)

These blocks come in four different textures, each reflecting their current state. These blocks are only accessible from the /give command. Their namesake (*) 'void' blocks can be used to make sure that they do not preserve certain blocks in their area of effect. They are not command blocks, but one of the functions of these blocks is similar to the /clone command. For 10 points, name these blocks who can save, load, copy, and paste collections of blocks.

ANSWER: **structure blocks** (do not accept or prompt on "structures")

16)

This entity has the most complex "brain" out of any NPC in the game. When using one of its attacks, its chest and ribcage fold out to reveal its heart. This entity has gone through several (*) changes in recent snapshots. This entity's Sonic Boom attack has recently had its particle effect changed. For 10 points, name this entity, currently the one with the most health in the game, that lives in the Deep Dark.

ANSWER: **warden**

17)

These are the only non-undead entities that Withers do not target. In Bedrock Edition, when these entities kill themselves, they turn orange instead of the typical red. Several of these entities' sounds are actually heavily altered (*) cat noises. These entities are part of a set containing parrots and the ender dragon, constituting the 'Balloon' of that set. For 10 points, name these Nether entities, well known for shooting larger fireballs than Blazes.

ANSWER: **ghast**

18)
These blocks are the only ones that make note blocks produce the didgeridoo sound effect. These blocks are rarer naturally than diamond ore blocks. A variant of these blocks can be naturally generated in (*) pillager outposts and woodland mansions, with the former acting as a target dummy. On a certain day, undead mobs can spawn with these blocks on their heads. For 10 points, name these blocks, capable of animating snow and iron golems.

ANSWER: **carved pumpkins**[2] (do not accept or prompt on jack o' lanterns)

19)
A block with this property used to border worlds in Pocket Edition. One block with this property is used for its 0 blast resistance to break bedrock. Several blocks with this property, including one capable of producing any level of (*) light, were moved into the creative menu in snapshot 22w43a. Three types of blocks with this property are used to fill space in Minecraft worlds. For 10 points, name this kind of block, examples of which include the structure void and the barrier block.

ANSWER: **invisibility** (accept clear knowledge equivalents *except* transparency)

20)
Jean-Baptiste Lamarck's theory of inheriting acquired traits can be seen in a mechanic utilizing these items. Three of these items are only obtainable by crafting others in their set. These items, including a red one seen in a documentary, used to use the generic powder texture as a template. (*) Four of these items were added in an update to complete a set. For 10 points, name these items used to change the color of beds, concrete, and wool.

ANSWER: **dyes**

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[2] The author is too lazy to specifically require either kind of pumpkin, although he is evil enough to do so.

BONUSES

1) For 10 points each:

[E] Name these items which, when interacted with, fly out of the player's hand and toward the nearest stronghold.

ANSWER: **eyes of ender** (accept **eye of ender** or **ender eye**; do not accept or prompt on "ender pearls")

[M] Ender pearls, an ingredient used to craft eyes of ender, can be bought from these types of villagers.

ANSWER: **cleric villagers**

[H] This technique, often employed in speedrunning, uses geometry to greatly reduce the amount of eyes of ender needed to find the stronghold.

ANSWER: **triangulation** (accept clear knowledge equivalents)

2) For 10 points each, name these hacks, hated by the majority of the community:

[H] This hack prevents the player from moving when damage is dealt to them, most commonly used on PvP servers.

ANSWER: **anti-knockback** (accept **anti-kb** or **velocity**)

[M] This hack allows the player to instantly change their direction in mid-air, giving a jerky and easily-detectable appearance but extreme combat advantage.

ANSWER: **bunny-hopping**

[E] This hack allows the user to see through most blocks to find ones of value or danger, and it derives its name from the various pop-culture references to a certain superpower.

ANSWER: **x-ray**

3) For 10 points each, name these naturally-generating features:

[E] These entities spawn near trees, and attempt to pollinate flowers. They even attempt to pollinate wither roses, although they die while doing this.

ANSWER: **bees**

[H] These blocks generate on the undersides of trees and bees fly to them at night. They can be harvested with either shears or bottles, although doing so without preparation may anger the bees.

ANSWER: bee **nests** (prompt on "bee hives" with "what is the naturally-generating version?")

[M] These flowers that grow in plains biomes along with dandelions give the player Night Vision when consumed in a suspicious stew. Along with dandelions, these are the only flowers that appear when bonemeal is used in a plains biome.

ANSWER: **poppies**

4) Although unintentional, these bugs are very useful. For 10 points each:

[M] This bug allows the player to accelerate to high speeds extremely quickly while in a vehicle. This bug was one of the main reasons behind the "It's not a bug, it's a feature" phrase repeated often by the community.

ANSWER: **boats on ice** (accept clear knowledge equivalents like **iceboating** and boats on any form of ice)

[H] Another bug, often created through the use of zero-tick pistons, creates these kinds of blocks, which do not drop items when mined, even with the correct tool.

ANSWER: **ghosxt blocks**

[E] This bug which is banned in most multiplayer servers uses an inventory-bearing entity, such as a chest, shulker box, or donkey, to replicate valuables.

ANSWER: **item dupes** (or **item duplication** glitches)

5) Answer these questions about the programming behind Minecraft's world generation for 10 points each:

[H] This internal feature is responsible for the elevation of Minecraft terrain. Before update 1.18, this feature was tied to biomes, but it is now separate, allowing for much more dynamic terrain.

ANSWER: **heightmap**

[E] This number controls the features of a Minecraft world upon initialization. If not provided by the player, it is generated at random.

ANSWER: **seed**

[M] These rectangular-prism-shaped areas of a Minecraft world exist to save time on rendering and loading the data of the whole world at once. A special keyboard command in Java Edition allows players to visualize their "borders."

ANSWER: **chunks**

6) Answer these questions about combat mechanics that might give you an edge in a fight:

[H] This attribute of a player can be changed by wearing netherite armor. It determines the likelihood and intensity of a player being propelled by an attack.

ANSWER: **knockback resistance** (do not accept or prompt on partial answer)

[M] Spamming a weapon to deal more damage was struck down as a viable strategy with the introduction of this mechanic. Players can choose where an indicator for this mechanic appears.

ANSWER: **attack cooldown** (prompt on **cooldown**)

[E] These items can be used in crossbows to give an area-of-effect damage zone. In order to do this, they must be crafted with a namesake "star."

ANSWER: **firework** rocket

7) Entities don't have to move around. Answer these questions about stationary mobs:

[E] This entity can be equipped with gear by a player. It is notably missing arms in Java Edition, but not Bedrock.

ANSWER: **armor stand**

[H] Unlike armor stands, these kinds of entities are tied to blocks such as chests and hoppers, and as such are immovable by pistons in Java Edition.

ANSWER: **tile** entities

[M] A data flag that affects this system in entities can be used to make any mob incapable of movement, even normally active mobs such as cows and creepers. In Minecraft, it works by assigning entities "goals" which they try to achieve.

ANSWER: **artificial intelligence**

8) For 10 points each, name these Nether-related blocks and structures:

[E] Until update 1.16, this was the only ore-type block found in the Nether. It is used mostly in decoration and redstone, in which it can be used to make comparators and observers.

ANSWER: **nether quartz ore**

[M] This block generates naturally in the Nether at low y-levels, or in the Basalt Deltas at any height. Its gilded variety can only be found in bastion remnants, and removing that type will anger the resident piglins.

ANSWER: **gilded blackstone**

[H] After activating the Nether Reactor Core in Pocket Edition, this structure made of netherrack would spawn. Before the Nether was introduced to Pocket Edition, this structure was the only place where Nether materials could be found.

ANSWER: **nether spire**

9) For 10 points each, name these Herobrine-related facts:

[E] These blocks were purportedly removed from the vicinity of Herobrine, leading to unsettling landscapes.

ANSWER: **leaves**

[H] The original photo of Herobrine was first taken in 2010, which placed it in this phase of development after Infdev and before the full release.

ANSWER: **Minecraft Alpha**

[M] On this page, Herobrine was stated to be removed in every update until 1.16… Spooky!

ANSWER: **the Minecraft Patch Notes[3] page** (or the **Minecraft Bug Tracker**)

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[3] The author reads the Minecraft Patch Notes for fun.

10) For 10 points each, name these players, each with certain unique features:

[H] This player's model is changed to sport two large ears, making them the only one with a fully unique model.

ANSWER: **deadmau5** (accept **deadmaus** or clear knowledge equivalents)

[E] This developer's name causes affected entities to appear upside-down, which also applies to their own player.

ANSWER: **Dinnerbone** (accept **Nathan Adams**)

[M] This player has several unique features, including having an automatically yellow name and always dropping an apple.

ANSWER: **Notch** (accept **Markus Persson**)

11) For 10 points each, name these large minecraft structures:

[M] This expansive structure generates only in one biome and features a large 'portal' building at its center. It is home to exactly one kind of mob.

ANSWER: **ancient city**

[E] These procedurally-generated structures are where the player can find blocks such as bells. In update 1.20, the desert variant of these structures will generate with camels.

ANSWER: **village**

[H] These giant removed structures were made out of one block that did not generate in any other place, allowing the player to collect that block.

ANSWER: **brick pyramid** (prompt on pyramid but do not accept or prompt on 'desert pyramid')

12) Answer some questions about mob-vote features:

[M] This mob was added in the first Minecraft mob vote, known as the 'Terror of the Night Skies.'

ANSWER: **phantom**

[E] A recurring joke in the Minecraft community is that the mob vote generally chooses a mob of this color, like the allay and the phantom.

ANSWER: **blue**

[H] This other blue mob, which lost to the Glow Squid in its mob vote, is a hostile Illager that comes from Minecraft Dungeons.

ANSWER: **iceologer**

13) For 10 points each, identify some features relating to enchantments:
[E] These kinds of enchantments are negative and cannot be removed via grindstone.
ANSWER: **curses** (anti-prompt on specific)
[M] This enchantment is useful for builders, as it increases mining speed while underwater.
ANSWER: **Aqua Affinity**
[H] All sword enchantments are accepted by, but unobtainable for, this item, allowing for a very powerful weapon.
ANSWER: **trident**

14) Oh no, you are falling! Before you hit the ground, answer these questions for 10 points each:
[H] If you have been trapped by a player, they might line the walls with a block that opens one of these features to prevent you from placing blocks to save yourself.
ANSWER: **GUI**
[M] You might try and negate your fall damage by employing this tactic, often accomplished with a hay bale.
ANSWER: **MLG** (or **clutch**; accept specific MLGs such as **MLG water bucket** or **MLG ladder**; accept specific clutches such as **boat clutch** or **cobweb clutch**)
[E] One way you might be found falling from great height is if you forgot to repair this item, worn on the player's chest slot.
ANSWER: **elytra**

15) For 10 points each, name these crafting stations:
[M] These unorthodox crafting stations can be used to convert foodstuffs into bonemeal.
ANSWER: **composters**
[E] These crafting stations have three levels of damage, and they can be used to make projectile launchers due to their gravity-affected nature and ability to deal damage while falling.
ANSWER: **anvils**
[H] These blocks are supposed to receive a crafting functionality in a future update, but for now are only useful as villager workstations.
ANSWER: **fletching tables**

16) Answer these questions three about Minecraft in the world (ere the other side you shall see):
[E] Minecraft is under this genre of game, allowing the player to modify it at their will and (mostly) only limited by their imagination.
ANSWER: **sandbox**
[M] This other sandbox game, the winner of the 2021 Steam Labor of Love award, is often referred to as "2D Minecraft."[4] It, however, has several differences that distinguish it from Minecraft.
ANSWER: **Terraria**
[H] Minecraft uses this system of '3D pixels' to construct its images.
ANSWER: **voxels**

17) *Minecraft: Story Mode* is an often overlooked part of the Minecraft franchise. For 10 points each:
[E] This entity acts as the main antagonist for the first arc of *Minecraft: Story Mode*. The pig Reuben sacrifices its life to help defeat it at the end of that arc.
ANSWER: the **Witherstorm** (generously prompt on Wither)
[H] *Minecraft: Story Mode* was created with Mojang's permission by this studio, which also created several Batman games.
ANSWER: **Telltale Games**
[M] Four heroes comprise this organization in *Minecraft: Story Mode*, although by themselves prove unable to defeat the Witherstorm. Jesse, Lukas, Petra, and Ivor comprise the 'New' version of this organization.
ANSWER: the **Order of the Stone**

18) For 10 points each, name these light-related blocks:
[E] This block is transparent to vision but not to light, allowing the player to see into mob farms without lowering their efficiency.
ANSWER: **tinted glass** (do not accept or prompt on just 'glass')
[H] This light source, unlike most of its kind, is opaque and does not let other light sources through it.
ANSWER: **jack o' lantern** (do not accept or prompt on 'pumpkin', but prompt on 'carved pumpkin')
[M] This number is the maximum light level for a block. Glowstone provides this light level, while redstone torches provide much less light than it.
ANSWER: **fifteen**

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[4] This comparison reduces the author's life expectancy every time it is made.

19) Attempting to use the information from this bonus might get you banned from your friends' server: For 10 points each, name these griefing activities:

[M] This activity refers to breaking the floor underneath a player to send them into a hole. Its name is itself a pun off of the word 'griefing.'

ANSWER: **spleefing**

[H] This technique of creating alternating water- and lava-falls can create cobblestone structures with obsidian cores, often used to deface peaceful landscapes.

ANSWER: **lava**casting

[E] This block, which senses nearby sources of noise, opens up a whole new world of silent griefing mechanisms due to its ability to make redstone wireless.

ANSWER: **sculk sensor** (do not accept or prompt on partial)

20) For 10 points each, name these advanced redstone features:

[E] Due to an interaction with observers, these blocks can be used to transmit redstone signals vertically. They received a modeling change in a recent update that allows them to function similarly to vertical slabs.

ANSWER: **walls**

[H] These redstone components are useful for keeping a button-operated door open for a longer time. They can be constructed with either comparators or repeaters.

ANSWER: **pulse extenders** (prompt on 'clock')

[M] This redstone bug allows pistons to be powered by sources only diagonally adjacent in some scenarios.

ANSWER: **quasi-connectivity**

REPLACEMENTS

I)
When placed in its default state, this block requires grass blocks nearby to function. Like stone blocks, this block creates a bass drum sound when under a note block. If this block attempts to generate in the same place as a chest, it generates (*) five copies of itself around that chest. For 10 points, name this block, capable of generating mobs such as blazes and silverfish, that generates in nether fortresses and stronghold portal rooms.

ANSWER: **monster spawner**

I) Name these command features that allow the user to do some cursed things:
[H] This symbol used in vector-based commands allows the user to specify a location based on their direction rather than their position, allowing for the construction of circles and spheres in Minecraft.
ANSWER: **caret** (or ^; accept things like 'arrow' that show knowledge)
[M] This command allows other commands to be localized to events or entities. This command allows a command block to run statements as if the player used them.
ANSWER: **/execute as** (accept just '**execute**')
[E] This command allows a player to 'whisper' to any other player. It makes the specified message grey, italicized, and invisible to anyone except the sender and the recipient.
ANSWER: **/msg** (accept **/w**)

30 likes for a part 2?!?!?!?!