

## Jonathan's Minecraft Journal

### Day One

I ended up on some mountainous region surrounded by water. My plane crashed after an earthquake shook our communication tower on land to the point where it tipped over. Without directions, I was forced to crash into an island I could not identify. I am attempting to grow crops with the natural materials on the island: wood, dirt, and the nearby water. I am running out of food, but fortunately, I can use the eggs and breast meat of the chickens that inhabit this island. If I can manage to carry the water into my crop field, I will be fine. As of right now I am clearing the area, readying it for my crops to be planted. Once my crops are in place, I plan to explore the land for resources such as a flowing water source, and a place where I could mine for cobblestone to build my hut. I have made a shovel, for when I collect enough dirt, I will construct the word "SOS" out of skyscrapers of dirt. Finding cobblestone is going to be essential in surviving. It will help me find a lasting material for axes and hoes. I have also made a boat for transportation between areas, rather than having to swim everywhere. There is a LOT of wood I can use in my endeavors. I can make close to anything I need out of it.

### Day Two

Today was a bad day. I have everything in place, ready to start growing my crops and building a shelter, when suddenly, spiders and all these creatures kill me. When returning to recover my crops and tools, the monsters are there waiting, and I get killed again! Almost twenty times I got killed. Every time you die, you lose everything you have. So, as of right now, I am dirt-poor. Not that I wasn't already, but I was getting along just fine. That includes, cobblestone, wood planks, tools, and everything I had worked to attain. I have noticed that they only come out and hunt me at night, that

means that I needed to make more progress during the day. I also need to have more than one shelter, so if I die, I have alternative places to stay hidden with chests full of extra tools. I also need to make a secret path to my mining shaft, so that someone can't just walk in and blow it up. Also, the issue of self protection needs to be addressed. I get killed every time because I am defenseless. I need to create armour and a sword, so I won't die every single time. I'm really going to need a canteen or something to carry water. If I can carry it and place it in my crop field, not only will I have plenty of food, but soon I will dig up the dirt from under the water and maybe dig to the point where I can collect cobblestone. In terms of my status, all my rations have been used up, if not, they've been stolen, destroyed, or both. Water will not be an issue, I have a ocean next to me no matter where I stand.

### Day Three

Today was a successful day on my island. First of all, I was safe from monsters all day and all night, not a single attack! I have laid out the area and plans to make my field of crops, although I haven't been very hungry the last few days. Because I am only physically able to carry about seven or eight items with me, I have constructed large chests every few steps, so that certain tools may be accessible at all times. I have collected tons of cobblestone. Wherever I go, I leave a trail of cobblestone to find my way back to my mine, home, and crops. This morning, when I constructed a stone tower to look out into the distance, I saw only a few miles away a HUMONGOUS mine. A huge entrance has been already dug up, so once I reach the mine, I can get to work right away! And who knows? Maybe I'll find gold, diamonds, or even lava when I get

down there. If I ever make it off this island, I could be a very rich man someday. Back to reality, I have three designated places where I can mine, one in this mountain I randomly dug up looking for diamonds, another in the same mountain, and the one I saw in the distance. I made a furnace, and I made glass with the furnace, so I'm saving all my water in bottles and putting dirt in the ocean so I can walk to my shelters rather than having to swim. You know, I'm doing a pretty good job on my own, I wouldn't mind being stuck on this island a little longer. Tomorrow, I start searching for the big mine and constructing my SOS signal. Day three-- signing out.

#### Day Four

Today, for the most part, was well spent. My new home will be in this mine below:



Remember yesterday when I said I found a huge mine from a view? Well, here it is! Obviously I wouldn't be able to get around without placing the torches everywhere. This is perfect because it has all the water I need, and it stretches into farther places with

gold and lava. I pack everything I collect into chests in here. It proved to be very useful, for when I suffered serious burns trying to walk on lava and I lost everything, I know that I just use the stuff I stored in my chest. You may notice coal in this mine, and I already have a ton of wood. The farther I venture into this mine, the more torches I am going to need. My hopes are to collect enough cobblestone to the point where I can take a boat out onto the water, place the cobblestone in the water and spell the word "SOS." Obviously, if I'm doing it in the ocean, the signal can be as large as it need to be. Going forward, if I can keep my wood supply up, and I keep this virtually endless source of cobblestone intact, I will be just fine. Not much else to report here, because I spent the majority of the day discover the in's and out's of this mine, I'll probably do the same tomorrow. This is JD signing out for today.