

MineCrafters Challenge Course

Your team challenge

Create a challenge course with multiple stages for another team to complete. Use the YouTube tutorials or suggested websites. Complete a challenge sheet that explains each challenge and the solutions. Also complete a challenge sheet for the contestants. If not on a computer, you may choose fuse beads or read a book

Starting & Ending Platforms, Checkpoints, Signage and More

Create START and FINISH platforms At the beginning of each challenge, use red/white bricks to indicate the area as a checkpoint. Create a sign that says which challenge it is, as well as directions for challenge. Checkpoints can be added mid challenge. Contestants go to the last checkpoint they crossed if the fall or fail a challenge. If a challenge needs supplies, add a chest with the supplies needed.

Just A-Mazing

Create a maze to wander around narrow paths aimlessly until the find a door. Add water traps for dead ends. Create maze with glass blocks to make it more difficult. Create underground, in the dark, way up high, several levels, or in a pattern.

Correct answer gets you through

Create a maze. At each T in the path add a question and arrows pointing in both direction with a right and wrong answer. Right answer gets you further through the maze, where a wrong answer finds a dead end.

Mystery Recipe Maze

Create a maze with signs that give ingredients for a 3x3 Minecraft recipe. Create a chest with several ingredients, both items in the recipe and some that aren't. Contestants find the clues, go into the chest, and arrange items to create the mystery item.

Indiana Jones-ing

Make a large room and put lots of lava at the bottom. Now place a bunch of floating blocks, which leads to a small alcove. The aim is that the player must carefully jump on the blocks to get to the alcove. Any blocks sitting next to the wall can be controlled with Sticky Pistons to extend and then go back into the wall, to time jumps. "Tightropes" can be made by putting strings on glass panes or iron bars.

The Cakes Are A Lie

Place 5 cakes in a line over BUD switches for the player to eat. One of the cakes, when eaten, will push up a small chest area with valuable stuff. The remaining 4 will send the player into water or lava pit

Water Slide

Create a waterslide to go from an upper level to a lower level. Good to use as a starting place.

It's just H2O!

Make a path that goes slightly underground, then fill it to the ceiling with water. Add air pockets so your players can breathe.

Be smart...

Put a hard question to solve with 3 answers. To do so, put 3 levers and 3 signs with answers. The right answer will open a path for the player to pass. Others will throw lava into the room. Take advantage of the fact that dispensers with Buckets can place lava, then suck it back up.

Run Fast

This trap takes advantage of the very fast speed you can achieve by sprint-jumping in a two-block high passageway. First of all, build a two-block tall passageway of whatever length you want. Put a pressure plate at the beginning of the hallway, and connect it to pistons that will retract the floor. Put in a delay, so that the floor will retract just after a sprint-jumping player gets through. If they aren't fast enough...

Test Your Brain

Put numbers along the game that players have to remember, then add a room to enter these numbers. If they get it right, they can move along. If not, they'd better explain it to the cactus. It is probably a good idea to prevent the players from going back to these numbers somehow, for example, using pistons to create a door that locks behind the players.

Minecart Mania

Make a huge underground minecart roller coaster and give them a bow. Add some hard to shoot wood buttons. The aim is to shoot all the buttons and get them all to activate, turning on an And gate that changes the track to the next room.

Parkour

Create jumps from platform to platform to get from one space to another. Use corner jumps, S jumps, ladder jumps and more.

Elevator Shaft of DOOM

Create an elevator shaft to get up, but add flames sporadically through elevator shaft.

Combination Lock or Password

Contestant must successfully enter correct combination (pistons) or password (paper from chest) to enter through door to next challenge

Make it a challenge but NOT impossible. Test often to ensure that all challenges can be completed. You WILL be challenged to show that it can be completed before it is run by other teams.