Beginner's Guide

Note: This guide is for gameplay only. For installing, refer to Installing Millénaire or FAQ Installation.

This page is currently a <u>work in progress</u>. Anyone who feels they can fill in any of the below sections in an informative manner, please feel free to do so. It is available both on the Millénaire Wiki at http://millenaire.wikia.com/wiki/Beginner%27s_Guide and as a PDF included with the mod itself.

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Basics mods¨'

Installation

Installing Millénaire requires Risugami's mod loader. To install, drag the contents of "put in minecraft folder" into the .minecraft folder (accesed by typing in %appdata% into the search or run box on the start menu) and put the contents of "put in mods folder" into the mods folder in the .minecraft folder. If you dont have one, create one. (TacoStone)

For more details about how to install the Millénaire mod to Minecraft, please read the Installation FAQ.

Finding A Village

Pressing 'v' in your world will display a message like the one above if a village has been created.

Added by Burnout2006

Villages will only appear on their own in newly created "chunks" generated by Minecraft. If you are creating a brand-new world to explore, the village can be found simply by pressing the letter "v" to give you the distance and direction of where the village center can be found.

For older worlds, you will have to travel out to the edge of where you have built or previously explored prior to installing this mod. The distance you will have to travel depends a great deal on how far you must travel before Minecraft generates a "new" piece of the world in the save folder of the world you are in.

As soon as a village is generated, you should see some text at the bottom of your screen reporting that a new village has been founded, but pressing the letter "v" on your keyboard will also let you know if one has been created or if you need to do some more exploration.

Trading

Trading is simple. First find a village, then go into the central building (such as the fort or guild house) and wait. A woman should say "I'll be right there sir!". If not just leave the building and return. Right click on the woman while she is in the fort. A trade window should open up. Chose what you wish to trade and left click. Hold down left-shift and click to sell or buy eight items at a time or left-ctrl and click to sell a stack at a time. The more you trade with the village, the more your reputation will grow (see Reputation). If you sell items to the village, they will use these items to build (see Buildings).
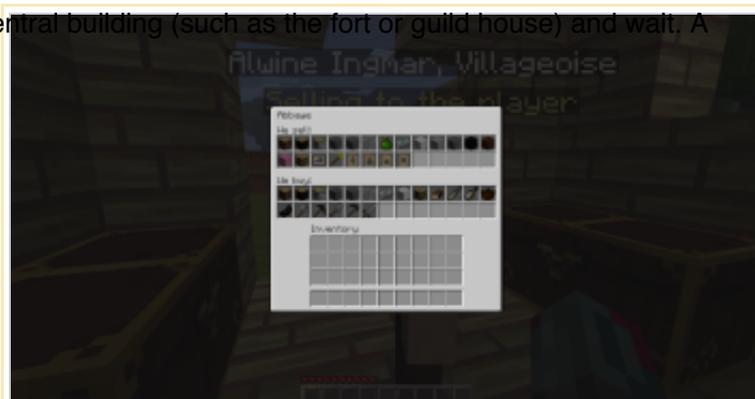
The trading screen, this lets you sell items to the village or buy items from them.

Added by Burnout2006

Town Leaders and Reputation

Right clicking on the town leader brings this screen up, here you can see your reputation.

Added by Burnout2006

When you get close to a town hall, there should be a man standing in or outside at all times. He is the town leader. If you right-click on him, you can find out your reputation with the village. You can improve your reputation by selling the village items. The amount of reputation you get from 1 item depends on how much the village will pay for it (Check http://millenaire.wikia.com/wiki/Reputation for a chart of how much you must sell.) However, should you attack a member of the village, your reputation will go down.

The town leaders also give you the ability to purchase housing. At the bottom of the GUI, there will be a number of small house images that allow you to buy a plot of land or a house.

Village Growth

You play an active role in the growth of your village. Without you (in most cases) your village will be stagnant. In some cases the village will collect enough resources through trading and collecting done by the villagers automatically. This is very slow and time consuming and it is much faster to just provide them with the needed resources.

In order for the village to grow it needs resources. Items such as stone, cobblestone, wood (not planks), iron, wool, glass, etc. While exploring and mining you have always collected these resources and now you actually have something to use them for. You enter the town hall (this will vary from village to village) and a villager will arrive shortly that will allow you to buy or sell items.

The signs in the town hall will display what project they are working on and what materials are currently needed Although you can sell anything to them that they will accept. You will also now earn reputation for selling (and buying)

from the village.

Your Villagers will tell what is needed and how much is needed for their project.

Added by Steveb1872

Once they have the required items a builder will come in and collect the items and head to the build site. Once construction starts you can right click the map to see where they are building it. You must check with the village on a regular basis to ensure that all future projects are properly supplied. It is an ongoing thing and you need to be on your toes.

Every now and then though, once they have the supplies the sign will state they Lack Space. This can be annoying but it is part of the process. In this case you will need to look at your village map and try and decide the best place for the building in question and then assist the village in leveling the land. You do not need to take it all the way down to the same level as the village. In most cases they will only need to have about 3-6 layers removed and flat. This can be very time consuming but is necessary in order to help your village become all it can be.

Village growth is a slow process but watching the building being built and upgraded is very rewarding. Just keep on top of it and you will have a great village in no time at all.

Advanced

Panels

Items

Village Wand

The Village Wand is an item which you can buy at a Town Hall, for 2 O or (128 denier argent, 8192 denier)

It can be used to create new villages. To do so, equip the Village Wand and right click on:

	to create an Argicultural village.
	to create an Artisanal village.
	to create an Ecclesiastic village.
	to create a Militarian village.
	to create a Town village.
	to create an Independent Town village.

When you use the wand on another block a message will be displayed saying so.

ATTENTION:

Be carefull when using the village wand, because a building could spawn on top of you and kill you.

You should always first put all the items you don't need in a chest before spawning a village, so they are safe.

And if a building spawns on top if you, dig down for space, and then go back up (fill the hole you made up again)

Parchments

Norman Gear

Some villages (especially military villages) have forges or armouries in them at the moment or later in time. Forges, if iron is provided and there is a blacksmith and iron is available, will produce norman tools omitting swords. Most of the norman tools from the forge mine things out like a golden tool of the same type but has the durability of an iron tool of the same type. Norman hoes, though, are just as good as their diamond counter-part. Armouries, again if an armourer is available and also iron is available, will make swords and armour. Norman armour is 50% more durable than diamond armour and a norman sword is as good as a diamond sword.

Amulets

As your village becomes more advanced and more buildings are constructed the villagers will begin production on a market.

Once the market is completed foreign merchants will apear inside. There are many different kinds of merchants you can buy goods from. Viking merchants sell items of considerable power called "Amulets" with various powers.

Amulette d'Yggdrasil - Amulet of the Yggdrasil
This Amulet informs the player of their height or depth.

Amulette de Sköll et Rati - Amulet of Sköll and Rati
Uniquely amongst amulets for having a finite use limit, This Amulet changes the time from night to day and day to night.

Amulette des Nains - Amulet of the Dwarves
This Amulet will glow indicating ore deposits are nearby.

Amulette du Corbeau - Amulet of the Raven
The first added amulet, This Amulet will glow warning the player that mobs are nearby.

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