

```
INIT:/scoreboard objectives add SC_crafting stat.craftingTableInteraction
INIT:/scoreboard objectives add SC_strtapplec dummy
INIT:/scoreboard objectives add SC_strtmelonc dummy
INIT:/scoreboard objectives add SC_currapplec dummy
INIT:/scoreboard objectives add SC_currmelonc dummy
INIT:/scoreboard objectives add SC_appliediff dummy
INIT:/scoreboard objectives add SC_melondiff dummy
INIT:/scoreboard objectives add SC_craftcool dummy
INIT:/scoreboard objectives add SC_crafted dummy
```

```
/scoreboard players add @a SC_strtapplec 0
/scoreboard players add @a SC_strtmelonc 0
/scoreboard players add @a SC_currapplec 0
/scoreboard players add @a SC_currmelonc 0
```

```
/scoreboard players remove @a[score_SC_craftcool_min=1] SC_craftcool 1
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```
/stats entity @a[score_SC_crafting_min=1] set AffectedItems @a[c=1] SC_strtapplec
/stats entity @a[score_SC_crafting=0] set AffectedItems @a[c=1] SC_currapplec
/execute @a ~ ~ ~ clear @a[c=1] apple 0 0
/stats entity @a clear AffectedItems
/stats entity @a[score_SC_crafting_min=1] set AffectedItems @a[c=1] SC_strtmelonc
/stats entity @a[score_SC_crafting=0] set AffectedItems @a[c=1] SC_currmelonc
/execute @a ~ ~ ~ clear @a[c=1] melon 0 0
/stats entity @a clear AffectedItems
/scoreboard players set @a SC_crafting 0
```

```
/scoreboard players operation @a SC_appliediff = @a[c=1] SC_strtapplec
/scoreboard players operation @a SC_appliediff -= @a[c=1] SC_currapplec
/scoreboard players operation @a SC_melondiff = @a[c=1] SC_strtmelonc
/scoreboard players operation @a SC_melondiff -= @a[c=1] SC_currmelonc
```

```
/scoreboard players set
@a[score_SC_craftcool=0,score_SC_appliediff_min=1,score_SC_appliediff=1,score_SC_melon
diff_min=4,score_SC_melondiff=4] SC_craftcool 40
/scoreboard players set @a[score_SC_craftcool_min=40] SC_crafted 1
```

```
/execute @a[score_SC_craftcool_min=40] ~ ~ ~ clone ~-5 ~-5 ~-5 ~5 ~5 ~5 0 200 0
/execute @a[score_SC_craftcool_min=39,score_SC_craftcool=39] ~ ~ ~ fill ~-5 ~-5 ~-5 ~5 ~5
~5 air 0 replace crafting_table
```

```
/scoreboard players set @e[type=Item] SC_appliediff 1 {Item:{id:minecraft:apple,Count:1b}}
/scoreboard players set @e[type=Item] SC_melondiff 1 {Item:{id:minecraft:melon,Count:4b}}
```

```
/execute @e[type=Item,score_SC_applediff_min=1] ~ ~ ~ scoreboard players set  
@a[c=1,r=3,score_SC_crafted_min=1,score_SC_crafted=1] SC_crafted 2  
/execute @e[type=Item,score_SC_melondiff_min=1] ~ ~ ~ scoreboard players set  
@a[c=1,r=3,score_SC_crafted_min=2] SC_crafted 3
```

```
/execute @e[type=Item,score_SC_applediff_min=1] ~ ~ ~ give  
@a[c=1,score_SC_crafted_min=3] golden_apple 1 0 {display:{Name:Wumpa Fruit}}  
/execute @a[score_SC_crafted_min=3] ~ ~ ~ kill  
@e[type=Item,c=1,r=4,score_SC_applediff_min=1]  
/execute @a[score_SC_crafted_min=3] ~ ~ ~ kill  
@e[type=Item,c=1,r=4,score_SC_melondiff_min=1]  
/scoreboard players set @a[score_SC_crafted_min=2] SC_crafted 1
```

```
/execute @a[score_SC_craftcool_min=38,score_SC_craftcool=38] ~ ~ ~ clone 0 200 0 10 210  
10 ~-5 ~-5 ~-5 replace move
```

```
/scoreboard players operation @a[score_SC_crafted_min=1,score_SC_craftcool=34]  
SC_strtapplec -= @a[c=1] SC_applediff  
/scoreboard players operation @a[score_SC_crafted_min=1,score_SC_craftcool=34]  
SC_strtmelonc -= @a[c=1] SC_melondiff  
/scoreboard players set @a[score_SC_craftcool=34] SC_crafted 0
```