

# Engineer's Life 2.0



## The Beginner's Guide

Discord: <https://discord.gg/sTm7QKNUEN>

Curseforge Link: <https://www.curseforge.com/minecraft/modpacks/engineers-life-2>

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# Introduction

Based on experience and feedback received from development of original [Engineer's Life](#) modpack, Engineer's Life 2 gameplay was improved in many ways including:

- ❑ more straightforward, simplified but still complex progression(this has affected the quest-guided progression too);
- ❑ starting guide for this modpack for people not familiar with modded Minecraft(this);
- ❑ following KISS («Keep it simple, stupid») principle in every aspect of development;
- ❑ aiming for a wider range of players, where each type of player from Novice to Expert can find something to do;
- ❑ possibility to add more mods based on your need(consult in DMs or discord channel before doing this).

Progression **is not** gated behind something and dividing gameplay for ages is for ease of progression and understanding how I see the modpack. You can craft and do whenever you like if you have resources. There are just some recipes that are more complex and need more ingredients.

This pack is definitely for you if you want:

- ❑ to get familiar with modded Minecraft;
- ❑ to get guided through the pack with help of quests and written guide
- ❑ pack focused only on Technology oriented mods;
- ❑ close to vanilla experience
- ❑ to chill after hardcore or challenging packs
- ❑ balanced pack in terms of performance and gameplay. (experience received from already published and tested packs)

## 0. First launch and world creation

**World type:** The game will use *Quark realistic* world type as a default generator which is highly advised but it can be changed without any problems or impact on the game.

Your starting biome will define how hard it will be for you to begin your playthrough. You can even try to create a world multiple times if you don't like your surroundings.

**Key moments to look for:** good source of gravel, forest nearby, plains with flowers.

**This guide is optional.** It was made mainly for Novice players(new in modded MC), someone who's lost while playing and for easier development of the pack(where I can see my mistakes in development). You can play whenever you like and do whatever you want. You're not forced to follow it and not following it won't affect your gameplay in any way.

**Controls**([Controlling](#) mod):

- Adds the ability to search for keybinds using their name in the KeyBinding menu, this allows players to easily find a key binding in the menu.
- Adds a button that will only show KeyBindings that conflict with each other, which makes it easier to fix them.

**Quest guide and advancements:** don't forget that there are in-game advancements(even for mods) and quests.

Let's go!

## 1. Let the journey begin!

**But before we start... New mechanics**

There are couple new and/or modified mechanics different from vanilla gameplay:

**Mod:** [Classic Bars](#)

Probably the first thing you will notice when entering the game for the first time(besides the fact that you [spawned in a village](#)) is the **new icons for health, hunger and armour**. Classic Bar is a mod that replaces the traditional icon rows in the HUD with icon bars.



- Instead of adding additional rows when health/absorption is over 20, the bars always stay the same length whether you have 20 health or 200 health.
- This mod is capable of showing armor over 20 where the vanilla caps the display, but it will cap out at 30 unless the Armor Attribute cap is removed with another mod.
- when holding a food item, it's potential saturation/hunger will be overlaid on top of the hunger bar



- shows the saturation and exhaustion levels of the player, which are normally not seen



- Armor toughness is shown above the hunger bar (only vanilla diamond armor by default has it but other mods may add stronger armor.)

Now when you're done looking at those new shiny bars let's begin our adventures...

Mod: [Just Enough Items \(JEI\)](#)



The second useful mod that you need to get familiar with is **Just Enough Items (JEI)**. JEI is an item and recipe viewing mod. You will see it on the right side of your screen when you open your inventory. (bunch of blocks and items from a game with search field).

Controls are simple and easy to remember:

- Show Recipes: Hover over item + R
- Show Uses: Hover over item + U
- Bookmark recipe(for easier crafting later): Hover over item + A
- Select Search Bar: Click or Control + F
- Clear Search: Right Click
- Search by Mod Name: Type @ in front of a word (@quark)
- Multiple terms can be looked for in the search field by separating them with the "|" character. For example: sword|axe will show everything with sword and/or axe in its name.
- Multiple Searches: Separate terms with | characters, like "wrench|hammer"

There is also a video guide if you prefer to watch. [<link>](#)

### Mod: [FTB Quests](#)

This modification acts as a progression guide for players. If you're feeling lost, don't know what to do, looking for a challenge and want some useful rewards you can always use it.

You can access it from upper left corner on your inventory screen or from a book.



It's highly recommended to use, but optional.

Quests come in a number of different types in this pack.

A majority of the quests in this pack will be completed by gaining the required item in your inventory. You will automatically get a pop up message in the top corner when this happens.

The final quest type, such as this one, simply requires you to click the checkbox in the Tasks box to complete the quest (as a confirmation of reading :)).

Finally to collect any reward simply click on it in the above Rewards box, as you can above, to get a torch for some light as you get going.

### Mod: [No Tree Punching](#)

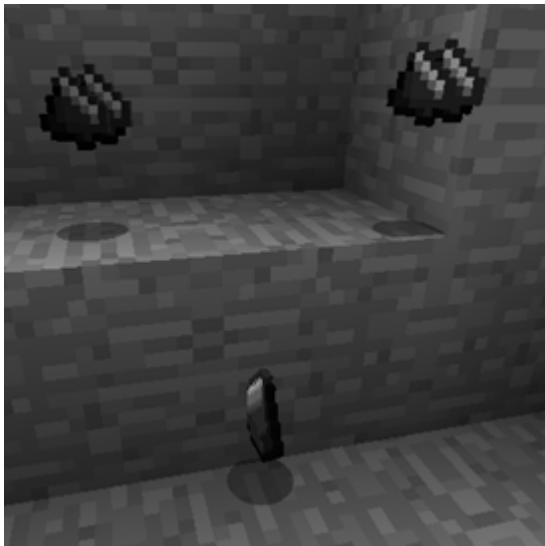
The first thing that absolutely all players do in Minecraft is break a tree. You can try to do it, but you will notice that it's pretty much impossible. All because of mod, which greatly increases the complexity of the first steps, making the game more challenging and believable.

### The first steps will be the following:

1. Leaves can be harvested without a tool for sticks.



2. Gravel can be mined without a tool, and enables you to acquire flint.
3. Flint can be **knapped** on an exposed stone surface, obtaining flint shards.



In order to create flint shards, necessary for [flint tools](#), flint must be knapped. In order to do this, a piece of flint, and a stone type block is required. Simply right click the flint on the stone - you will hear a tap as you bash the flint on the rock. Keep knapping, and flint will be consumed, with a chance to produce two flint shards.

4. A **flint knife** can now be crafted, allowing you to harvest plant materials for plant fibers and craft plant string.



Knives can be made from flint, iron, gold or diamond. They function as low damage weapons and crafting tools for plant fiber or other cutting operations.

This is the first tool you will need. It is a knife, which means a few things:

- When breaking grass, there is a chance that plant fiber will get produced.
- You can now break plant type blocks and receive their drops.
- The knife can be crafted with several plant produces to produce plant fiber.

Plant fiber can be crafted into plant string, which is necessary for the creation of other flint tools.

**5. A flint axe** can enable you to collect wood and build a crafting table. This is the second tool you will need. It is a low tier axe, but more importantly can be used to (inefficiently) chop wood into planks (it can not just be crafted, a tool is needed).



With planks you can create **Wooden shears** for shearing leaves which then craft with Flint knife. This is a much faster way to produce **Plant Fibers** and **Plant Strings**.

6. A [flint pickaxe](#), [hoe](#), [shovel](#) will serve as early game tools, while you can create a [macuahuitl](#) for a good early game weapon.



7. The fire starter is a primitive tool which is used to create the campfire. In order to use:

- Throw (Q) the following items on the ground, in the space where you want to create the campfire:
  - One wooden fuel item (any log or plank)
  - Three pieces of kindling (sticks, saplings, leaves, or string)
- Then, right click and hold the fire starter pointing at the pile of items. Smoke particles will appear, and after a short while, a campfire will appear and the items will be consumed.

The fire starter can also be used to relight a campfire, or light fires in the same way: right click and hold the fire starter at the desired location. Smoke particles will appear and after a short while the fire will be started.

There are also [Mattocks](#) and [Saws](#) in this mod but we will get back to them when we acquire our first iron ingots.

### **(Optional) [Pottery](#)**



In order to create pottery, you'll need blocks of clay and a clay tool, which is crafted from some sticks. Simply right click the clay block with the clay tool and it will become worked clay. Keep right clicking and the shape will change, becoming smaller and smaller over time. When you've created the shape of the object you want, simply break it with a shovel, and then fire it by placing it in either a furnace or a campfire.

The clay tool is also required in order to create bricks. Simply craft the clay tool with either a clay block or clay ball and you will receive unfired bricks. These can be fired in either a campfire or a furnace to receive vanilla bricks.

- **(Ceramic) Large Vessel**

The large vessel is an inventory which can hold 15 items (slightly less than a chest). It will retain its contents when broken, similar to a shulker box. It cannot store any items which themselves store an inventory (for example, it cannot contain other vessels or shulker boxes).

- **(Ceramic) Small Vessel**

The small vessel is a handheld inventory which can hold 9 items. It can be opened by right clicking with it in your hand. It cannot store any items which themselves store an inventory, same as the large vessel.

- **(Ceramic) Bucket**

The ceramic bucket is a simple bucket which can only hold water.

- **Flower Pot**

The vanilla crafting recipe for the flower pot has been removed, instead it must be created using the above pottery mechanics. It's functionality is unchanged.

### **Mod: [FTB Ultimine](#) (Ore excavation/Veinminer)**

This mod allows you to harvest multiple blocks at once if you hold “` / ~” key (configurable in Controls, change FTB Ultimine key).

- Render white lines around blocks that will be mined.
- You can also use hoe on grass in similar way to till multiple blocks at once
- Harvest crops by right-clicking on them

### **How to do shaped mining with FTB Ultimine:**

Select a shape by holding shift and the grave key while scrolling the mouse scroll wheel.

**Shapeless:** No shape applied.

**Small Tunnel:** A 1x1 deep tunnel.

**Small Square:** A 3x3x1. (Depth of one. If you want a long 3x3 tunnel, you are probably better off digging 9 separate small tunnels.)

**Mining Tunnel:** A 1x1 tunnel angled down. (You will need at least 3 of these to form stairs you can walk down.)

**Escape Tunnel:** Same as the mining tunnel, but upward.

**Tip:** Just remember to reset your shape to shapeless for clearing ore deposits or you will only mine the ores in the selected shape.

### **Mod: [Project MMO](#)**

**Menu access key: P** (for more info and stats)

Project MMO adds an array of new stats that you level up while doing usual things. Leveling these stats unlocks the ability to use more items in game.

- *For example you cannot use Stone or Iron pick right from the beginning - you need to earn the required Mining level. Same with armor.*



As you level up different abilities you will unlock different bonuses associated with that abilities, some of them are:

- mining: increasing mining speed with each level;
- excavation: chance to find treasures while digging;
- farming: bonus crops;
- agility: faster sprint speed;
- combat: more damage dealt;
- smithing: ability to salvage items into other items;

There also different **Xp Modifiers** for different skill **based on your current biome**:

- *For example: you will get less farming experience in desert biome; or more swimming and fishing in ocean biome.*

1.68		Excavation		171.30		+10%
1.43		Farming		108.70		-15%

**Useful commands:**

/pmmo party create/accept/invite/leave

/pmmo checkbiome

## 2. Agriculture

Mod: [Pam's Food](#) & [Simple Farming](#)

### Grape Vineyards

The grape growing process is very different from normal crops. A brief tutorial will be explained below:

Planting the grape seeds in the dirt will result in the following plant. You will quickly notice that it grows no grapes.



To grow grapes, any type of fence block will need to be attached to the side of the grape leaves. You can only extend the fences one block away from the main leaves.



Here is a simple example of a continued grape vineyard. It is done by planting two seeds and having two fences hang off of each side.



Mod: [Not Enough Breeding](#)

Mod: [Productive Bees](#)

## 3. Building & Decoration

Mod: Furniture and decorations ([Macaw's Windows](#), [Doors](#); [EmbellishCraft](#); [Builders Crafts & Additions](#); [Platforms](#))

Mod: [Mining Dimension](#)

## 4. Technology & Automation

Mod: [Tetra](#) (modular tools & weapons)

*Modular items, exploration and technology*



### Getting Started

1. Craft a mallet using two sticks and two planks
2. Craft and place a vanilla crafting table
3. Right click the table with the mallet to upgrade it into a workbench
4. Craft a vanilla weapon, tool shield or a bow and place it in the workbench
5. Check the advancements/quest window to learn how to progress further

### Modular Items

Tetra allows you to replace parts of items with different parts of different types and materials, some parts can also be improved. Which parts you may use is limited by the items capacity, called integrity. Some parts increase an items integrity while some parts has an integrity cost. Some parts require tools of differing quality to craft.

Currently the following modular items are available:

- swords
- toolbelts
- double headed implements (axes, pickaxes, hammers etc)

- single headed implements (shovels, tridents, spears etc)
- bows
- shields
- crossbows (WIP)

*(info provided by @Ryushiro#6952):*

**The Forge Hammer multiblock is really just the forge hammer above the Forged Workbench, with an empty space in-between**



You need a T5+ hammer that you've given Silk Touch to harvest them

And then you give the Forge Hammer 2 Fuel Cells that are more than "Empty" (To charge them you need to find a Core Extractor with a Transfer Unit Connected to it)



You place the non-Full cell in the spot on the right in the image. Then you right-click with a Hammer on the little button to the side (not shown) until the piston (top of the Core Extractor) starts moving. Wait until it stops again and pick the cell back up.

(Almost certain you cannot move the Core extractor and still retain it's functionality)

And then, on the 2 other sides of the Forge Hammer, that aren't the Fuel Cells, you can give it modules to affect how it works.

**Insulated Plate** - Improves Efficiency (assuming it just drains the Fuel Cell energy slower);

**Combustion Chamber** - Increase Hammer Tier by 1, but risk of setting a block on fire on use;

**Planar Stabilizer** - Better stats on the modules you craft with the Hammer.

**Lubricant Dispenser** - halves the chance that the Hammer will jam.

Forge Hammer's basic Tier is T5.

One Combustion Chamber makes it T6.

Two Combustion Chambers makes it T7.

And I believe you need to have two Fuel Cells AND two modules of any kind installed in the Forge Hammer for it to be usable.

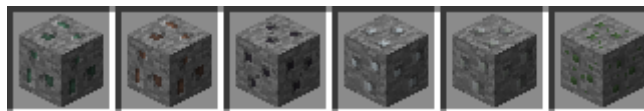
**Mod:** [Immersive Engineering](#)

This is a fragment about basic stuff from the original guide found [here](#).



The [Engineer's Manual](#) is one of the most useful items in Immersive Engineering. It is an in-game guide to the mod, and contains information on all of the crazy blocks and items Immersive Engineering adds.

## Resources



Immersive Engineering adds a couple of resources. Unlike other mods, Immersive Engineering isn't wimpy on using them; you'll want to collect as much ore as possible. This includes vanilla ores too, not just the ones listed below.

- [Copper Ore](#)
- [Bauxite Ore](#) (Aluminium)
- [Lead Ore](#)
- [Silver Ore](#)
- [Nickel Ore](#)

- [Uranium Ore](#)

Surface mining: y56 - y72

Copper, Bauxite, Bitumen

Shallow mining ores: y40 - y52

Iron, Coal, Copper, Bauxite

Lapis mining: y13 - y17

Gold, Iron, Coal, Lapis Lazuli, Emerald\*, Lead, Silver, Nickel, Uranium

Deep mining ores: y8 - y12

Gold, Iron, Coal, Diamond, Redstone, Emerald\*, Lead, Silver, Nickel, Uranium

\* Emeralds in mountains only

## Industrial Hemp

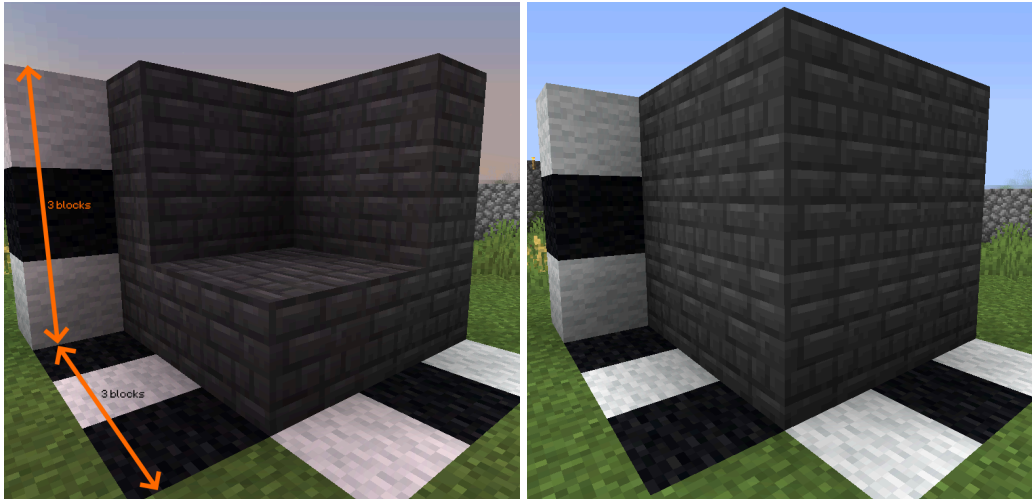


[Industrial Hemp](#) is a crop added by Immersive Engineering. Industrial Hemp Seeds can be obtained by breaking [Grass](#). It grows much like [Wheat](#), although it is two blocks tall. It drops [Industrial Hemp Fiber](#) and of course, more Industrial Hemp Seeds.

They aren't super-vital, but you'll need them later for some things. Note that Industrial Hemp requires at least a light level of 12 to grow.

## Getting started | First manufacturing

The Coke Oven makes [Coal Coke](#) and [Creosote Oil](#). Coal Coke is pretty useful, but Creosote Oil is actually required to progress; you'll need [Treated Wood](#) for a lot of things.



(How to make coke oven)

The [Crude Blast Furnace](#) is used to make [Steel](#), which you'll want a ton of. It also makes [Slag](#), although that isn't as useful.

You can make an [Improved Blast Furnace](#) after producing a bit of steel with your crude blast furnace. The improved version allows automated inputs and outputs.

## Electricity | Generators, capacitors, wires, connectors



(LV, MV, HV capacitors)

**Power:** Immersive Engineering uses "Immersive Flux" (IF) as a form of energy. Immersive Flux and [Redstone Flux](#) act exactly the same and can be converted 1:1 without needing to convert between the two. There are three voltages: low, medium and high at 256 IF/t, 1024 IF/t, and 4096 IF/t respectively. Different voltages shouldn't connect; if they do, very bad things will happen.

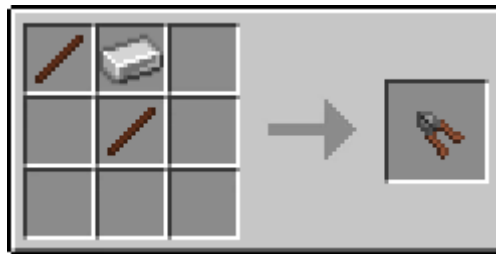
**Wires:** Immersive Engineering wiring is a bit different from other mods. There are Wire Connectors and Wire Coils. Wire Coils are what transmit RF, but they aren't actually blocks;

they're entities. Wire Coils always require Wire Connectors to exist and to transmit power. Wire Connectors are actual blocks that exist in the world.



- Coils that transmit power: LV, MV, HV;
- Decorations coils: Steel, hemp;
- Utility: redstone coil.

From this point on, you'll want an [Engineer's Wire Cutters](#). It's how you disconnect Wire Coils.

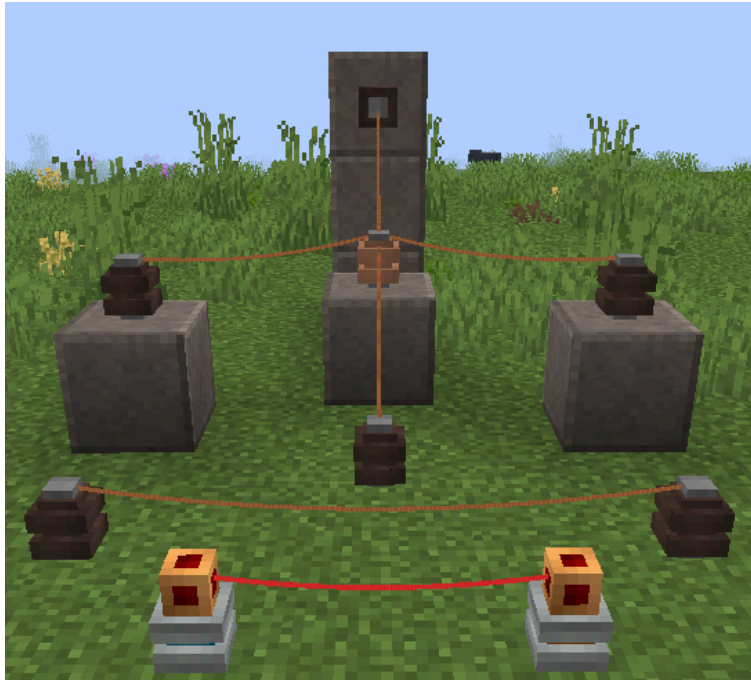


**Wire connectors:** It is used to input and output [Redstone Flux](#) (RF) from different Wire coils.

Right-clicking a Wire Connector with a Wire Coil links the first end of the cable. Right-clicking a different Wire Connector will connect them.



[Engineer's Wire Cutters](#) can be used to disconnect wires with a right-click.



The **Wire Relay** is used to relay (connect) same coils.

The [Redstone Wire Connector](#) is used to input and output [Redstone](#) power from [Redstone Wire Coils](#). Right-clicking a Redstone Wire Connector with a Redstone Wire Coil links the first end of the cable. Right-clicking a different Redstone Wire Connector will connect them. A Redstone Wire Coil can only stretch 32 blocks in length, but the Redstone Wire Connector can also act as a relay to connect them.

Unlike Immersive Engineering's normal Wire Connectors, the Redstone Wire Connector has a mode and a channel. It has two modes; input and output. Right-clicking the Redstone Wire Connector with an [Engineer's Screwdriver](#) will toggle between the two modes.

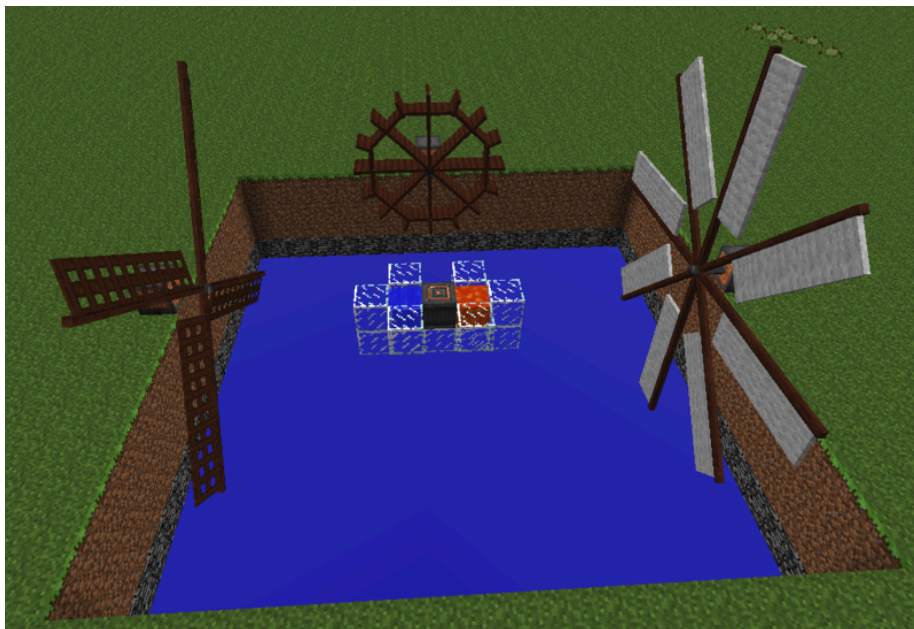
**Generators:** Immersive Engineering has few, but very distinct power generation options. For your basic power, your best bet is using a [Kinetic Dynamo](#) or a [Thermoelectric Generator](#).



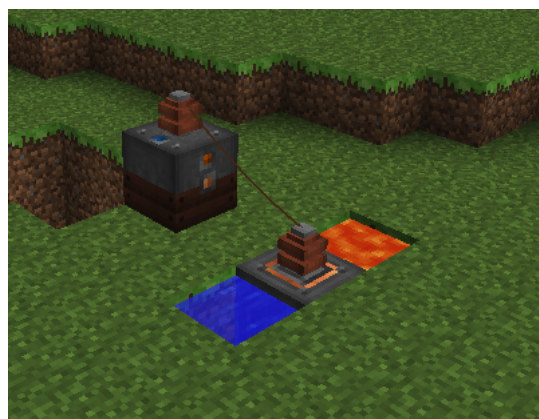
The Kinetic Dynamo requires a [Water Wheel](#), a [Windmill](#), or an [Improved Windmill](#). The Water Wheel can generate more power, but it requires [Water](#) which can be awfully messy.



If you go the Windmill route, then you might as well create an Improved Windmill instead of a regular one. It costs a lot of [Industrial Hemp Fiber](#), but if you have a good Hemp farm (like I told you to do) it's pretty cheap.



The Thermoelectric Generator generates energy based on the difference in temperature between blocks/liquids adjacent to it.



For example, [Ice](#) and [Lava](#) together will generate 16 RF/t.

**Automation | Items and liquids transportation**

Mod: [Industrial Foregoing](#)

## 5. Storage

Mod: [Iron Chests](#)

*Jei search @ironchests*

This mod adds a variety of new chests that are better than vanilla chests and boxes in that they have more capacity and can be placed next to each other. However, they are single chests only, and cannot be combined to create double chests. Only obsidian chest have increased blast resistance.

- Copper: Capacity: 45 Inventory slots
- Iron: Capacity: 54 Inventory slots
- Silver: Capacity: 72 Inventory slots
- Gold: Capacity: 81 Inventory slots
- Diamond: Capacity: 108 Inventory slots
- Obsidian Chest: Capacity: 108 Inventory slots; Also blast resistant.

There are also upgrades that you can apply to your existing chests by right-clicking to increase their capacity.

- Normal to Copper Upgrade
- Normal to Iron Upgrade
- Copper to Iron Upgrade
- Copper to Silver Upgrade
- Iron to Gold Upgrade
- Silver to Gold Upgrade
- Gold to Diamond Upgrade
- Diamond to Obsidian Upgrade

Mod: [Refined Storage](#)

Refined Storage is a storage mod where you can build a storage network made up of devices. Those devices manipulate your storage.

Please see the official [Getting started guide](#).

In this tutorial, you'll craft a [Disk Drive](#). A [Disk Drive](#) can contain item or fluid storage disks. Those disks will provide your storage network with storage. If you insert or extract an item, it will use the data on your disks.

You'll also craft a [Grid](#). Through that block, you can modify your storage (which will modify the data on your disks).

Before crafting any of these devices, you'll first craft a [Controller](#), which ties the entire network together.

## A minimal setup

### Step 0: Installing optional dependencies

Refined Storage works perfectly without any additional mods, [but you might want to include some extra mods to make your life easier](#).

### Step 1: The [Controller](#)

Craft the [Controller](#). The [Controller](#) is the “core” of your storage network. You'll be connecting all the Refined Storage devices to this block.

The [Controller](#) needs energy. More specifically, Forge Energy or RF. Lots of mods that generate energy support this.

### Step 2: Storage and accessing your items

Craft a [Disk Drive](#) and a [1k Storage Disk](#) to store your items.

You can craft a higher tier of [Storage Disk](#), but for simplicity sake we're going for a 1k, which can store 1.000 items.

Put the [1k Storage Disk](#) in the [Disk Drive](#) and craft a [Grid](#) to access your items.

Connect those blocks to the [Controller](#) with [Cable](#), but you can also just place them next to each other in any direction.

### Step 3: Viewing your storage

You are now able to insert and extract items in the [Grid](#).

## Disks in block form

You can also use the various [storage blocks](#) instead of [disks](#).



## Tips and tricks

Right-click with a hoe to quickly harvest and replant a fully-grown crop.

Right-clicking on a grass path block with a hoe turns it back into dirt.

Once you can make a jerrycan, leave an empty jerrycan in your coke oven. It will fill with up to 10 buckets of creosote oil in addition to the 12 buckets your coke oven can hold. Not only is that longer that you can run your coke oven before emptying it, but you can use it to craft treated wood up to 80 at a time instead of 8 at a time with a bucket.

Want a wall or path made from an assortment of materials and would like to place the blocks randomly? The trowel from Quark will place blocks randomly chosen from your hotbar with a simple right-click.

If you are holding apples near racoons, they will beg for them. If you drop one, they will pick it up in their mouth and eventually eat it.

# Full mod list

(As of v 1.0)

- [Advanced Mining Dimension](#) (by [henkelmax](#))
- [Ageing Spawners](#) (by [Mrbysco](#))
- [Akashic Tome](#) (by [Vazkii](#))
- [Alex's Mobs](#) (by [alex1the1666](#))
- [Aquaculture 2](#) (by [Shadowclaimer](#))
- [Architecture API \(Forge\)](#) (by [shedaniel](#))
- [AutoRegLib](#) (by [Vazkii](#))
- [Backpacked](#) (by [MrCrayfish](#))
- [Backpacker](#) (by [MrCrayfish](#))
- [Better Advancements](#) (by [way2muchnoise](#))
- [Better Animal Models](#) (by [cybercat5555](#))
- [Better Burning](#) (by [DarkhaxDev](#))
- [BetterDefaultBiomes](#) (by [Xratedjunior](#))
- [BetterEnd \(Forge\)](#) (by [Beethoven92](#))
- [Bookshelf](#) (by [DarkhaxDev](#))
- [Bottle Your Xp](#) (by [Serilum](#))
- [Buddycards](#) (by [wildcard\\_gamer](#))
- [Builders Crafts & Additions \(Forge\)](#) (by [MRHminer](#))
- [Building Gadgets](#) (by [Direwolf20](#))
- [Caelus API \(Forge\)](#) (by [TheIllusiveC4](#))
- [Carrots Library \[FORGE\]](#) (by [The\\_Wabbit0101](#))
- [Carry On](#) (by [Tschipp](#))
- [Charm Reforged](#) (by [svenhjol](#))
- [Chunk Loaders](#) (by [SuperMartijn642](#))
- [Chunk-Pregenerator](#) (by [Speiger](#))
- [Citadel](#) (by [alex1the1666](#))
- [Classic Bars](#) (by [tfarecnim](#))
- [Cloth Config API \(Forge\)](#) (by [shedaniel](#))
- [Clumps](#) (by [JaredIII08](#))
- [CoFH Core](#) (by [TeamCoFH](#))
- [Collective](#) (by [Serilum](#))
- [Comforts \(Forge\)](#) (by [TheIllusiveC4](#))
- [ConnectedTexturesMod](#) (by [tterrags1098](#))
- [Controlling](#) (by [JaredIII08](#))
- [Cooking for Blockheads](#) (by [BlayTheNinth](#))
- [Corpse](#) (by [henkelmax](#))
- [CraftTweaker](#) (by [JaredIII08](#))
- [Crafting Tweaks](#) (by [BlayTheNinth](#))
- [Cuneiform](#) (by [azmalent](#))
- [Curios API \(Forge\)](#) (by [TheIllusiveC4](#))
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