

Alaskan Survival Modpack Guide(extreme realism edition)

Scroll to the bottom for the tips list (but read everything here if you haven't)

Inspired by Forge Labs

THE PLOT:

You are sent into the Alaskan wilderness with no civilization in sight. A company has challenged you to spend 100 days (a full season rotation) in the Alaskan wilderness as you are a famous off-piece hiker in the Canadian wilderness. You accepted and now you're in an abandoned tower in the heart of the Alaskan wilderness, good luck.

Disclaimer:

This adventure you are going to go on is not about *surviving* necessarily, it is about creating an adventure you are proud of! Creating an experience so realistic, you will be on edge for the entire duration of your journey. Surviving is fun and all, but cheesing the game is not. If you encounter an opportunity to "cheese" the game (e.g., build up on a pillar and kill the animal chasing you from up there, burning down a forest <- PLEASE DO AVOID) please do not! That will take away a lot of the fun, although you may have survived it takes away from the experience. Please remember that :D

KNOWN GLITCHES:

- Crashing whenever you go fishing
- Some greenery on trees do not decay after you cut them down

Please report any to me if you find them :)

-LINKS TO CHECK OUT-

<https://www.youtube.com/watch?v=upsaEGbihJw>

<https://www.youtube.com/watch?v=BY-c9gAiqMM>

<https://www.curseforge.com/minecraft/mc-mods/legendary-survival-overhaul>

<https://modrinth.com/mod/project-vibrant-journeys>

<https://modrinth.com/mod/insects-recrafted>

<https://www.youtube.com/@ForgeLabs> - inspiration and almost 100% of the ideas here

<https://www.curseforge.com/minecraft/mc-mods/immersive-weathering-forge>

<https://www.curseforge.com/minecraft/mc-mods/first-person-model>

https://www.youtube.com/watch?v=EiKrr7_D9k4

https://www.youtube.com/watch?v=NQIAvYO_Ras - Create Mod Tutorial (important to learn)

SURVIVAL TIPS FOR THE WILDERNESS

(IMPORTANT)

(these are drop down menus)

1. 🌳 **Survival Basics**

- Preserve all fresh meat for winter (w/ salt).
- Purify water to avoid the “thirst” effect (bottled water, then smelted).
- All food goes stale unless you preserve it.
- Forage for mushrooms in the beginning (or just any food).
- Stay out of the water unless you have something to prevent getting cold (campfires are useful. **WARNING: TORCHES DO NOT DO ANYTHING**).
- At the beginning, stay close to the tower and find water quickly (thirst mechanic).
- **WATER IS EXTREMELY DANGEROUS IN THE BEGINNING!** It can cool you down quickly and freeze you. Try to avoid it (unless it is summer, outdoors, during the day—but **NOT** at night—then cool off in it).
- You start in spring; each season lasts 25 in-game days.
- Spend the winter stocking up on as much food as possible! Make a generator for a fridge if possible!
- **THE NETHER IS NOT ALLOWED!!**
- You have **three lives**, and so does everyone else.

2. 🏠 **Base & Shelter**

- Do not break or use blocks from any of the structures.
- Create a greenhouse.
- When you first start, fortify a base location and find iron & other materials underground.
- When you make a fire indoors, it will fill the room with smoke, which can cause you to suffocate over time.
- The best thing to warm you up in your house is a boiler, so make a boiler before winter (you need rose quartz for one of the components, so get lots of Redstone and quartz).
- Create a chest centralized in your base with a bunch of medical gear for emergencies.

3. 🍷 Food & Nutrition

- Check the “malnutrition” page often.
- You will get debuffs from malnutrition (fewer hearts, slowness).
- By summer, you should begin preserving foods for the winter.
- Some crops need to grow in water or in different seasons (e.g., rice needs to be grown underwater in summer or in a greenhouse).
- An easy temporary food source in the wilderness at the beginning is mushrooms (mushroom soup is particularly good).
- You do not need to worry about your **sugar** stat in your nutrition menu. However, if you have enough (from fruits), it can give you some benefits.

4. 🏹 Hunting & Gathering

- Get wool for bandages (they are of vital importance).
- For hunting, get spears (perfect for long-range and reasonably cheap).
- Deer drops leather.
- You can make traps with a grass trap.
- You can also make “rodent traps” with an animal trap box, a stick, twine, and bait (You can mark the location with a blaze on a tree—strip the closest tree with your axe).
- To preserve meat, you need salt. To get salt, you need to boil a cauldron above a campfire. You can also make a fridge to preserve meat.
- To mine or harvest crops/mushrooms, break the grass block below them.

5. 🦌 Animals & Wildlife

- **STAY AWAY FROM BEARS!!!!** Run in the opposite direction as fast as you can. They are incredibly fast and have good eyesight. Stay vigilant!
- To fend off crows, make a scarecrow.

6. **Combat & Defense**

- **BOWS ARE YOUR FRIEND!** Perfect for tactical combat; to create arrows, look for seagulls for feathers.
- If your head's health points go down to zero, you will die.
- Zombies, skeletons, and all the "vanilla" hostile creatures do not spawn. Instead, they are replaced by realistic wildlife.
- Fortify the base (traps, walls).

7. **Crafting & Technology**

- **DO NOT ADD ANY QUALITY-OF-LIFE MODS!** The modpack is designed to be **AS HARD AS POSSIBLE!** Adding those gives you an unfair advantage over others.
- To power the fridge, note that it does not work with the Create Mod's power system (gears/cogs). You will need to use a **light electricity generator**, which is powered by coal/charcoal.
- A clever way to make wool is by compressing cotton (the plant) into wool with the Create Mod.
- You can open the nutritional menu by pressing the small button in your inventory with a bread symbol on it.
- To open the **Body Damage** menu, press **H** (configurable).
- Use a compressor to compress things. You can power it with cogs and a watermill.
- You cannot craft campfires conveniently in a crafting table.

8. **Mining & Resources**

- **ZINC AND COPPER ARE VERY IMPORTANT FOR THE CREATE MOD!** So, when you go mining, try to get some whenever you see it (**trust me, it will be useful later**).
- If you want to stay warm in your non-wool armor, you can use a (warming) coat at a sewing machine on your armor. There are different tiers of coats.
- You can create wool armor to keep yourself warm when you are cold or freezing.

- For healing tonics, you need herbs and gold, so mine for gold!
- You can find quartz on a volcano.
- Cave roofs can collapse if you are not careful.

9. 🏔️ **Exploration & Travel**

- Before going into the mountains (for sheep & valuable resources with huge views), make a solid water capsule of sorts & a solid food supply/food stock (bring campfires and bandages too).
- To traverse water or rivers, use rafts.
- Rivers are realistic and can lead to under-mountain water cave systems.
- If you are lost, try climbing a tree with ladders (or plain building blocks).
- Rain can make you cold, so if it is raining, be wary of your temperature (and take breaks immediately if you become freezing).
- To make a temporary camp, make a campfire to keep animals from hunting you at night.

10. ✅ **Recommended Survival Flowchart**

1. **Find food** in the forest (crops).
2. **Scout the area.**
3. **Craft flint tools** and cut trees.
4. **Make safe access to water.**
5. **Find iron** in a cave.
6. **Grow seasonal crops** for food.
7. **Make a greenhouse.**
8. **Grow any-season foods in the greenhouse.**
9. **Prepare for winter:**
 1. **Stockpile food** (hunt deer, boars, sheep).
 2. **Preserve food with salt.**
 3. **Gather iron** to craft a **light generator, wrench & workbench.**
 4. **Build a fridge** for storage.
10. **Hunt for food** for a week (mountains).
11. **Create a canteen** for easy water access (**use deer leather**).
12. **Craft wool armor** (from sheep).
13. **Create a wool source** using **cotton and the Create Mod.**
14. **Take a 3–5-day trip to the volcano for quartz.**
15. **Make a boiler** (using Create Mod).
16. **Fortify the base** (traps, walls).

If you do these things correctly and in time, you will be able to survive through the winter sufficiently. From there, you can make your base cozier, maybe build a small cabin in the woods, or upgrade your gear. Create a camping trail with your friends, maybe make some cool Create (the mod) creations or upgrade your greenhouse. Maybe even make a working little town on the edge of a mountain above a lushes waterfall. Who knows, the goal is just to make it to 100 in-game days :)