

The Neverhood Resource Pack - Documentation

This will show you everything that is added by this resourcespack.

Important!!! For the resource pack to work correctly:

1) Go to minecraft with Optifine

2) Go to Settings - Graphics Settings - Quality - Special

Entities: ON

Mobs

Village (Klaymen, Willie, Hoborg and random
Neverhood's citizens)

Golem:



Plains:



Savanna:



Desert:



Snowy:



Taiga:



Jungle:



Swamp:



Raid (Klogg, two versions)

Pillager, Vindicator:



Evoker:



Other mobs

Silverfish(Scary bug from the House of Water):



Sheep(Turquoise Sheep):



Version 0.2:

(Pictures will appear as soon as we can)

What has been changed:

1) Railway

2) Ladder

3) Apple, berries, Berry bush - fruits from the mushroom



4) TNT

5) Golden Helmet - Crown

6) All music records



7) Bottles, all potions

8) Shulker - Displeased eye

9) Grass block

10) Paper, all books are letters from a drawer

11) Music Block - box

12) Bowls

13) Beets - Beans from Skullmonkeys

14) Poppy, Lily, flower pot





Version 0.3 - Just a little bit

1. Trees

2. Zombies

3. Peasant

4. Bed

5. Steel

6. Feather

7. Chicken

8. Jaws

9. Trolley

10. Phantom

11. Painting

12. Rods

13. Wolf

14. Lever