



# Ultimate Strategy Guide

## Table of Contents

### **Introduction**

### **Getting Started | New in Town: Kingdoms**

### **Story Progression**

New in Town: Kingdoms

New in Town: Counteroffensive

New in Town: Refugee

### **Other Features**

## Introduction

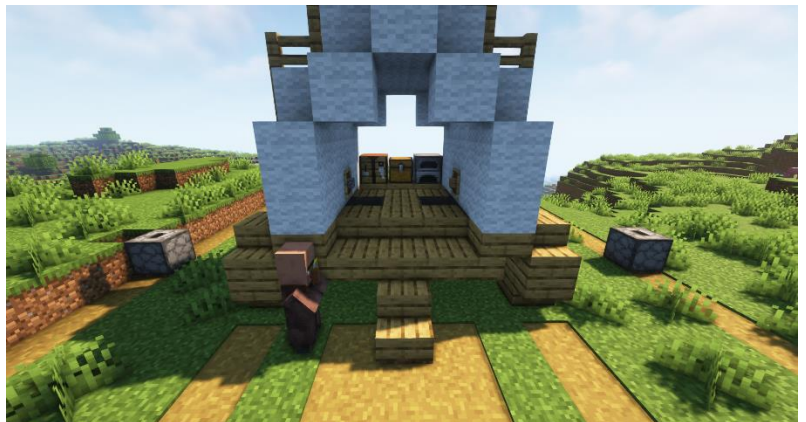
This strategy guide will detail general practices for playing and enjoying Minecraft with the New in Town data pack, as well as detail key factors of New in Town's mechanical spirit. Some spoilers are offered but may be avoided by ignoring the grey boxes.

It's important to first note that while New in Town is expansive in terms of content, adding a new and engaging story and goal system for the player, the settler's experience doesn't detract for normal Minecraft gameplay; throughout New in Town's story, the player is still encouraged and required to mine and gather resources, supply their own food, defend themselves, and explore. The existence of the settlement serves only as a goal, something to direct that gameplay in service of a balanced, though modular, progression system that rewards them for participating.

## Getting Started | New in Town: Kingdoms

The settler's experience begins at the same time as normal Minecraft gameplay: when you collect your first Oak Log, you will be given the Town Charter. Open the book and click the text inside when you're ready to found your town (recommend in a rather flat, wide area), and the Settler's Wagon will be built around you.

The most important feature of the Settler's Wagon is the Town Planner who sits outside. He will provide you with the book of recipes for settlement structures. These recipes are then put



into the Site Planners, of which four generate at the edges of the newly-established land plot. This works in practice like standard crafting.



Building Permits are required for most town structures. Three are provided in the Wagon's chest, and the Town Planner can sell you more. They are also obtained throughout the story of New in Town: Kingdoms, the first part of the story and where the bulk of the data pack's content is, taking place in the Overworld.

The first two structures you're encouraged to build are Mines and Lumber Mills, as these provide daily resources to the Hoppers at the Settler's Wagon. This can help alleviate your need to grind for Stone and Oak Logs, but doesn't outright replace it until much later in your playthrough. Once you construct a Resource Silo, the yield from all of your Mines and Lumber Mills will be doubled, and sent to the Silo rather

than the Wagon from then on.

For your demonstration, below is a basic recommended order to build up your town. You might make some variations depending on what nearby resources exist that might limit your abilities or dictate different needs.

1. Mine
2. Lumber Mill
3. Homestead
4. Adventure Guild
5. Farm Plot
6. Guard Tower
7. Nether Shrine
8. Butchery
9. Wizard Tower

This helps stay prepared for each step in New in Town's story, up to the end of Kingdoms and the beginning of Counteroffensive. After that, there are plenty more structures to build that can fill out the town to the player's desire and provide yet more services as their playthrough continues.

## Story Progression

The story of New in Town is told largely through events and advancements Prompts appear in chat to indicate when certain events are occurring and what they mean, and the advancement tree helps guide the player or otherwise warn them of what may be coming next.

### **SPOILER: A synopsis of New in Town**

The essence of New in Town's story follows the player attempting to settle their town while the Tyrant, an immortal Wither and the primary antagonist, seeks to attack and take over the Overworld. When he fails, the player takes the fight to the Nether, attacking the Tyrant's various bases—however, all too late. When the Tyrant is on his last legs, he moves forward with his invasion of the End, the way having been cleared for him by the player's slaying of the Ender Dragon, and so the player must defend the End, and ultimately, help provide a new home for the Endermen.

## New in Town: Kingdoms

With each functional structure built, forces from the Nether will attack in greater strength. In the New in Town story, these mobs serve the Tyrant, and eventually culminate in the appearance of the Tyrant Wither himself!

In order of appearance based on the Xth structure built, these attacks occur as follows:



<b>1<sup>st</sup> Structure</b>	One fake Nether Portal that will spawn weak Wither Skeletons until closed by putting out all three Soul Fires.
<b>2<sup>nd</sup> Structure</b>	Two fake Nether Portals that will spawn weak Wither Skeletons until closed by putting out all the Soul Fires, one of which is now protected.
<b>4<sup>th</sup> Structure</b>	Fake Nether Portals above your town protected by Ghasts, which will spawn weak Wither Skeletons on the ground in your town until the Ghasts are killed.
<b>6<sup>th</sup> Structure</b>	A Dark Beacon, which will periodically give nearby players Darkness and Wither until destroyed. It is protected by a large fake Nether Portal, which will spawn stronger Wither Skeletons until closed by putting out the four protected Soul Fires
<b>7<sup>th</sup> Structure</b>	More fake Nether Portals above your town protected by Ghasts. Some will spawn weak Wither Skeletons, and one will spawn non-stationary Ghasts. All must be closed by killing their guardian Ghast.
<b>9<sup>th</sup> Structure</b>	A small arena surrounded by four large fake Nether Portals, which will spawn stronger Wither Skeletons until closed by destroying the Soul Campfires. Once all four portals are closed, the Tyrant will prepare to appear in the middle of the arena. He is a stationary Wither with unique attacks.

Rewards from completing these objectives and killing mobs can range from equipment to raw materials such as Stone and Logs. Additionally, each objective will always drop at least one Building Permit.

## New in Town: Counteroffensive



After defeating the Tyrant, you can re-enter the Nether to receive the War Strategy, which starts the story for Counteroffensive. Much of the gameplay here is similar, except you construct a Nether Fortress piece by piece rather than a settlement. When you construct new sites in the Nether, instead of mobs attacking nearby, the Tyrant's various bases will be revealed for you to attack by physically dealing damage to glowing objectives. In order of appearance based on the Xth structure built, these occur as follows:

<b>1<sup>st</sup> Structure</b>	The Trawler Ship, which spawns at the level of the lava ocean with one objective in its hull: the ship's engine.
<b>2<sup>nd</sup> Structure</b>	The Ghist Nursery, which spawns at the level of the lava ocean with three objectives: two giant Ghist Eggs, and the tower controls.

<b>4<sup>th</sup> Structure</b>	The Black Barracks, which spawns at about Y=72 with two objectives: two Armories that spawn Wither Skeletons.
<b>6<sup>th</sup> Structure</b>	The Eternity Beacon, which spawns just above the level of the lava ocean with 4 objectives: three spinning Pylons, and the Eternity Beacon itself.
<b>7<sup>th</sup> Structure</b>	The Ancient Drill, which spawns along the bedrock floor with three objectives: The Drill's controls, the Drill's engine, and a Nether Portal.
<b>9<sup>th</sup> Structure</b>	The Portal Factory, which spawns near the Nether roof with four objectives: three small Nether Portals, and one giant one. When all four are destroyed, the Tyrant will appear for a rematch with more health and an additional attack.

Each of the mobs that guard these various bases always drop 1 Tyrannical Heart, a unique item that can be traded to the War Strategist at your fortress for Gold Ingots, which fund your campaign against the Tyrant.

The Counteroffensive ends after defeating the Tyrant at the Portal Factory; he will drop the End Invasion Plans, and the Town Planner in the Overworld will gain the recipe for an End Portal. The End Portal isn't required to progress, but does make travel to the End more convenient for the third part of New in Town's story.

### New in Town: Refugee

When you first enter the End at this point, Minecraft gameplay proceeds as normal. You fight and kill the Ender Dragon, and leave through the portal. When you return to the End with no living Ender Dragon, the Tyrant's invasion of the End will begin.

#### **SPOILER: The invasion strategy**

The invasion occurs in four stages.



1. One at a time, three Obelisks will appear floating just above the landscape within the ring of Obsidian pillars, each with two Skeletons riding on Magma Cubes and a Wither Skeleton. When the player kills the Wither Skeleton, the Obelisk will vanish and the next one will appear, or the next stage will start in the case of the last Obelisk. The Skeletons also always drop their Bows, enchanted with Infinity, as a Bow and Arrows are required for the next stage.
2. Three sets of three portals will appear in the sky at the far end of the central island, along with six Blazes riding on Ghasts. Above each portal is a black and white (or white and black) Banner—shooting the banners will close the portals and partially destroy the flying supports. This must be done to all 9 banners to progress. The Blazes and Ghasts will remain until killed.
3. A hovering Drill Station will appear beneath the center floating portal. It can be pillared up to, or climbed by way of the Weeping Vines in the back. It is guarded by two Skeletons and a Wither Skeleton. Like with the Obelisks, the Wither Skeleton must be killed by the player to progress. The Drill Station will not vanish until the end of the invasion, and it is filled with loot like the Tyrant's Bases from the Nether.
4. The Tyrant will appear one final time, with yet more health and an additional attack. When the Tyrant is killed, his platform, the Drill Station, and what remains of the Portals will vanish, keeping the central island clean for the next player to experience the invasion for multiplayer purposes.





When the Tyrant is killed, all participating players will receive the Refugee Plans, the contract book to start an End City as a new home for the Endermen. All of these structures are post-game boones, and so are powerful but expensive. For all functional End City structures, a Tyrant Locus is required, like with the Building Permits. Tyrant Locus items can only be acquired from the Wither Skeletons, Blazes, and the Tyrant during the invasion, meaning in Singleplayer, the maximum number of structures that can be built is 11, depending on your performance during the invasion.

*Note: There is a way to get more Tyrant Locus items—it is heavily hinted at in all official New in Town literature, including the End City recipe book, but is meant to be a sort of surprise or reward for playing, so it's kept secret.*

## Other Features

Four unique structures generate around the world when you found your town. These naturally generating features are not biome or chunk dependent, and are instead spread randomly in a 300-block radius from the Settler's Wagon, but not closer than 60 blocks. This guarantees that all 4 structures can be found for every player, and that their respective town or fortress sites can be built. The easiest to locate is the Floating Island, featuring a superimposed End structure. In the case of the Sandstone Sundial, the underground Crucible, and Harold's Cage, they can be found more easily by looking for the X made of cobwebs that appears in the sky above each.

You can also construct a castle by purchasing the Castle Permits from the Town Planner. Only and exactly 6 Castle Permits are available for each settlement, which are then used to construct six Castle Frames in whichever orientation you want. The first one comes with a Squire, who will provide the recipes to upgrade the Frames into a selection from up to seven wings. All of this, as with the town, is completely modular.

