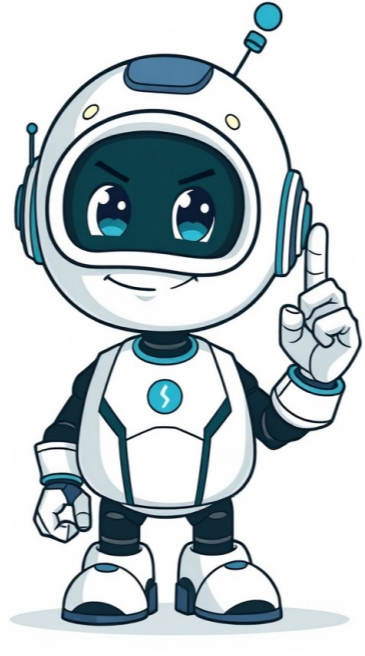


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Notice: IPFS links can be slow and may take several minutes to start downloading. Please be patient!The 1.8.8 version of Eaglercraft, made by lax1dude. This is currently the most stable and widely deployed version of Eaglercraft. Make sure to keep your Offline download in a safe location, such as a USB drive or a folder to keep it safe. The 1.12.2 version of Eaglercraft, made by PeytonPlayz565. This version is new and still under development. The JavaScript version is pretty laggy, but if you use WASM-GC its fine. Check back here regularly for updates! If you choose to play it offline. The original 1.5.2 version of Eaglercraft, made by lax1dude. Known for its stability, it is still common due to how easily sites were created back before Mojang took down the original repositories, however it is not as advanced or feature-packed as 1.8.8 or 1.12.2 are. A Spigot, BungeeCord, and Velocity plugin that allows Eaglercraft 1.5.2, EaglercraftX 1.8, and Eaglercraft 1.12.2 players to join your Java Edition server. Updating to EaglerXServer is highly recommended if you are currently using EaglerXBungee or EaglerXVelocity on your server. Minecraft was originally created by Markus Persson, who you might know as Notch. On November 19th, 2011, Jens Bergensten, who you might know as Jeb, took over creative control so Markus could concentrate on new things. Thanks to Markus' success, Markus formed his own company in 2009. Mojang AB currently has two titles in development. Scrolls and Markus' newest project, Ox10c, are both getting cooked up. Mojang AB is also publishing Oxeye Studio's latest game, Cobalt. A longer history June 1st, 2009. Stockholm. Markus Persson quits his job at an established games developer to create his own game. Unemployed, but enthusiastic, Markus was looking for inspiration, and it came from indie game development blog, Tigsources. Thanks to the resource, the man you probably know as "Notch" ended up playing Zachtronic Industries' Infiniminer: an innovative indie which tasked players with collecting resources while cutting into a randomly generated landscape. It was a simple game at heart, but Markus realised potential for something great. He began work on a new project a few weeks after Infiniminer was discontinued. Though Markus' original idea wasn't as fully featured as the Minecraft you'll play today, "Cave Game" was created from the same DNA. This was a game about placing and breaking blocks in a 3D world. The primary motivation was to create an experience where each individual component felt fun. A game that could be both accessible and emergent. The next step was to include a multiplayer mode so players could dig together, then a "Survival mode" to make the world feel dangerous. Things began to escalate. A mention on the official Team Fortress 2 blog and a PC Gamer interview on July 29, 2010 introduced Minecraft to a wider audience. The Minecraft train was accelerating. But maybe it gathered too much pace. On September 18th 2010, the Minecraft webserver crashed due to the sheer amount of players signing up. Markus made the game free to compensate, causing yet another spike in downloads. And things were just getting started. A video showing off one man's dedication to create a 1:1 replica of the Starship Enterprise went viral, churning up YouTube views. Minecraft was getting harder to ignore. And why would you want to? Next came a 16-bit computer, prompting Markus to vent his excitement via his now notorious Twitter feed: "I saw the ALU and I wet myself." he wrote. "Seriously! I got a hose and I wet myself. With pee." RMS Titanic, a marriage proposal from a Bioware developer, and a spookily accurate representation of BioShock's Rapture all popped up: Minecraft's potential was being realised by its community of creatives. YouTube made it easy to appreciate, even if you didn't actually play. Markus began work on a Halloween update that brought a chunk of new blocks to the game including pumpkins, fish and working clocks. But just ten days before release, disgruntled users launched 85,000 bots at the Minecraft servers, crashing it again. Despite the inconvenience, the Halloween update launched on October 30th, bringing the ability to create a portal to The Nether: Minecraft's fiery inferno ruled by burning beasts and smothered in lava. On December 20 2010 it was announced that Minecraft was officially in beta. Noteblocks were introduced, allowing players to create music in Minecraft, and sparking a whole new breed of Minecraft videos: the musical parody. Soon after, the awards began to roll in. An Indie Game of the Year award from IndieDB and numerous accolades from GDC. In February 2011, beds got introduced. Minecraft's central protagonist, Steve, named by Markus on a whim in an interview, got to enjoy a well-deserved snooze (even though he kept his clothes on and slept over the sheets). In June, the unforgiving Adventure Update was released. It introduced a hunger meter, advanced combat mechanics, and the terrifying Endermen. Minecraft got ported to smaller, open-sourcier Android devices in October, and sleeker, more expensive, iOS ones in November. People started building things on planes, trains and automobiles. Minecraft had gone mobile. Minecraft was officially released on November 18th at the MineCon 2011 keynote. It was epic. On November 19th 2011, Jens Bergensten, who you might know as Jeb, took over creative control of Minecraft so Markus could concentrate on his new project, Ox10c. They'd been working together for over a year so Markus wasn't concerned about handing over the reins. Jeb has been in control since, updating Minecraft with Weekly Snapshots. Tameable animals, maps, pistons, elephantine NPCs, and The End followed. And it's still evolving. Minecraft Xbox 360 edition was released in May 2012, giving console players opportunity to experience Minecraft for themselves. It broke more records, selling a staggering four million copies in just five months. 4J Studios are responsible for the port, and are dedicating their time to create the most fully featured experience possible. You can track the updates on all forms of Minecraft by following the team on twitter, or by checking mojang.com, where we regularly post about recent happenings. The rest is in the future! And there's a lot more to come. Are you having problems playing Minecraft? Are you getting odd error messages? Direct any game/support related issues to the Discord Server. Creative? Survival? What's with all the blocks? First, the tall green things should be pet. Try that later for a nice surprise. Minecraft is split into two separate game modes. Creative and Survival. You can play both of them in multiplayer. If you're mostly interested in making huge structures from scratch with unlimited resources, Creative mode is your best bet. You won't see any enemies, and you can pull blocks of all shapes and sizes out of thin air. It's a peaceful world. However, if you'd prefer to adventure into a world of danger, where you're crafting and creating out of necessity, you'll probably want to play in Survival mode. That comes with gangs of monsters who want to break/explode/eat your bones, one pixel at a time. You'll need to protect yourself from the creatures that come out at night. Official Minecraft Handbooks These are the official handbooks, with tens of pages of content that might just save your life. Learn how to find resources, make a shelter, build like the pros, construct machines with redstone, craft tools, armor, and weapons, and protect yourself from monsters. With tips from Minecraft experts, like developers Jeb and the creator Notch himself, and are the definitive guides to mastering Minecraft. Minecraft Essential Handbook - 7th May, 2015 Minecraft Combat Handbook - 28th July, 2015 Minecraft Construction Handbook - 7th May, 2015 Minecraft Redstone Handbook - 28th July, 2015 (The handbooks are PDF files, you can download them by opening the link, and pressing CTRL+S to save it as a PDF file) Community Made Tutorials The tutorials below are made by people from our lovely community. They will get you going in no-time. If you're still clueless, you can try the community center. The basics Thanks to Coestar for videos above! This area will be used to inform you about game updates and other important news about the game. It's highly likely we'll also use it to promote things we like, such as any future games we make. Marketing will be kept tasteful, though. Eaglercraft Updates 26th August, 2025 The Eaglercraft.com website has been completely rewritten using modern web frameworks to optimize for performance and slow internet connections. + The entire site has been rebuilt with Next.js. + A fully responsive mobile UI has been added. + Support for additional IPFS gateways has been included. * We've migrated to a faster hosting provider. * Page load times are now significantly faster. * Fixed layout shifts that occurred during page loading. * All media on the site has been optimized for quicker delivery. - Removed several broken IPFS gateways. - Removed Herobrine 25th December, 2022 EaglercraftX (Eaglercraft 1.8.8) is now open source! That means rugged techies and coders can now change how the game works. With this, it also means that clients like Resent Client and CyanogenMC (formerly known as Precision Client) will soon be updated to Eaglercraft 1.8, and the EaglercraftX Bungeecord plugin has also been released to the public! You can now create your own Eaglercraft 1.8 servers on replit using ayunami2000's repl and play with your friends. Happy winter break! + Added 1.8 servers to the server list + Added snow to the website + Added LegendsMP to the server list * Made changes to Server List * Updated EaglercraftX to the latest version * Updated EaglercraftX Offline Download to the latest version * Fixed crash bugs - Removed Herobrine 2nd December, 2022 Eaglercraft has been updated to Minecraft version 1.8.8 to bring a bounty of new things to minecraft. Switching to 1.8.8 is highly recommended from older versions as it introduces a ton of new features, blocks, bug fixes and optimizations. + Full Minecraft 1.8.8 feature set now available in browser + Improved performance and rendering + Added support for custom resource packs + Enhanced multiplayer compatibility * Considerable faster client-side performance * Max render distance increased * Better server compatibility - Removed Herobrine 2nd May, 2022 A version of Eaglercraft with both singleplayer and multiplayer, released after the 1.5.2 version. Based on Minecraft Beta 1.3, this was primarily made for the era where the 1.5.2 builds of Eaglercraft still lacked Singleplayer support. + Classic Minecraft Beta 1.3 gameplay + Both singleplayer and multiplayer modes - Removed Herobrine 1st February, 2022 Originally released on 2nd May, 2013 The original version of Eaglercraft. An AOT compiled port of Minecraft 1.5.2 designed to run in a browser environment, using TeaVM and LAX1DUDE's OpenGL 1.3 emulator to simulate a Java virtual machine fully compatible with Minecraft Java Edition. + Full Minecraft 1.5.2 experience in your browser + Works on all devices including Chromebooks + Multiplayer support with custom servers + World save/load functionality * Optimized for web browsers * Compatible with school networks - Removed Herobrine Here are some active community resources for discussing Minecraft. Please note that all of these are third-party and aren't hosted by us. We link them because they're great. Unfortunately, we don't have room to include every community website that gets suggested to us, but if you'd like to submit your resource for consideration, please email us with as much information as possible. Thanks! Official Resources LAX1DUDE Lax is the lead developer of Eaglercraft, go follow him! The maintainer of Eaglercraft is pretty great too. Discord Join our community on Discord Minecraft Forums A great place to talk Minecraft with fans. Minecraft Wiki Learn anything and everything about Minecraft Pocket Edition is great, but what if you want even more Minecraft on your iOS device? Minecraft Explorer Pro The official reference guide for players on all platforms. Learn about items, search for servers, discuss Minecraft, and more. Minecraft Seeds Pro Find the best seeds as hand-picked by the community. Supports all versions of the game. Minecraft Skin Studio Design, upload, and rate skins for the PC/Mac version of Minecraft. There's a massive library already waiting. Forums and Communities Want to learn about indie game development? Notch's buddies Minecraft is a game about breaking and placing blocks. At first, people built structures to protect against nocturnal monsters, but as the game grew players worked together to create wonderful, imaginative things. It can also be about adventuring with friends or watching the sun rise over a blocky ocean. It's pretty. Brave players battle terrible things in The Nether, which is more scary than pretty. You can also visit a land of mushrooms if it sounds more like your cup of tea. You can play Minecraft on PC/Mac/Browser. It can be played in the browser with Eaglercraft, an AOT compiled voxel game inspired from Minecraft designed to run on Javascript. It uses TeaVM and LAX1DUDE's OpenGL emulator to run a Java virtual machine fully compatible with browsers. Eaglercraft can be played on ChromeOS, iOS, Android, and pretty much any device with a web browser; including your smart fridge. So far millions people have played the Browser version of the game. Phew.