

How to install and play Erik's mod, episode 4 and onwards

If you already have mods installed, just download Erik's mod, unzip, and copy the .jar file to the folder %appdata%/.minecraft/mods

To run a mod, you need to have minecraft and minecraftforge installed. I'm sure there are many ways to do this, but we have done it the following way:

- * download minecraft.exe form www.minecraft.net (probably already done)
- * start minecraft, but select Edit Profile before pressing Play. In the Profile Editor, chose Use Version 1.7.10. Save profile, press play. Minecraft will now download version 1.7.10. This is the version that will be mod:ified.
- * quit minecraft (the most difficult part of the installation ;)
- * download a mod for Minecraft 1.7.10 (any mod, but preferably a fun mod) from www.skydaz.com. Download the .exe file and run it. It installs minecraftforge and the mod. The installer asks for if minecraft should be backed up. Don't know if that is wise – we have never done it. We do manual backup of the %appdata%/.minecraft folders.

You now have a directory

%appdata%/.minecraft/mods

In this directory, every mod has a .jar file. If you want to delete the mod, remove that file.

- * Download Erik's mod, unzip it, and place the .jar file in the mods directory.
- * Start minecraft.exe
- * Select the profile "Forge", then press Play

You will now see a new button on the Minecraft start screen with the text "Mods". If you press that you will see what is installed. It should list MiscCraftMod + some Forge stuff + the downloaded mod if you kept it.

Time to play.

Every time you start minecraft, you can choose between running with your normal profile (without mods) and the Forge profile (with mods). In the second step above, you edited you normal profile to use 1.7.10. To use the latest, chose Edit profile again, and Use Version: Latest.