

README - Mutation_World

Installation

Version 1.0

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Section 1: Install Minecraft specific version

Make sure Minecraft: Java Edition version 1.20.2 is installed, as follows (for both macOS and Windows).

Click the “Installations” tab on the **Minecraft launcher** page, then click “new installation”. Give it a name (e.g. Mutation_world), then choose the version as “release 1.20.2”. Leave the other settings on their defaults, then click “install”.

Section 2: Install Mutation_World

Now install the model as follows.

For macOS users:

1. Unzip the downloaded file and then copy it.
2. Open Finder and select Go tab then Go to folder.
3. Type this (followed by ENTER):
~/Library/Application Support/Minecraft/saves
4. Paste the unzipped model folder “Mutation_World” to “saves” in Step 3.
5. Restart Minecraft. On the launcher landing page, find your installation in the list next to “Play” button. Then change your game version to the one you created (1.20.2) in Section 1 and click “Play” then “Singleplayer”. It should appear in the world list.
6. When you enter the world, turn back 180 degrees to adjust your direction. Start to explore the model when you are facing the lectern and the book.

For Windows users:

1. Unzip the downloaded file and then copy it.
2. Go to the Start menu and type this (followed by ENTER) **%appdata%**
3. Click on the .minecraft file and find the “saves” folder.
4. Paste the unzipped model folder “Mutation_World” to “saves” in Step 3.
5. Restart Minecraft. On the launcher landing page, find your installation in the list next to “Play” button. Then change your game version to the one you created (1.20.2) in Section 1 and click “Play” then “Singleplayer”. It should appear in the world list.
6. When you enter the world, turn back 180 degrees to adjust your direction. Start to explore the model when you are facing the lectern and the book.

N.B. Sometimes when extracting (e.g. right click the Extract All), the archive may unpack into a “Mutation_World” folder first. Inside this folder, you will see *another* “Mutation_World” folder - which has more subdirectories - *this* is the one you need to copy at Section 2, Step 4.

Section 3: Begin again

If you would like to explore the model again starting from scratch, or if something went wrong with the model, you can re-install it as follows:

1. Go to the world list (same as Section 2, Step 5) and choose the world you would like to delete. Then click “Delete”.
2. Follow Section 2, Steps 4 to 6.