

Voxelibre

Voxelibre is a game inspired by Minecraft for [Luanti](#). Forked from MineClone by davedevils.

Developed by many people, see [Credits](#) for a complete list.

Contents

This Wiki is in development. As there are only a few people working on it, it will probably a longterm project. If you are interested to help, you are welcome!

Main contents of this Wiki:

- Introduction with some info about contents and gameplay (you are on this page)
- [Basic Elements](#): The main elements of Voxelibre (and other voxel games)
- [Installation](#): Basic info to start with Luanti, Voxelibre and running a server
- [Mods](#): Extend the functionality of Voxelibre
- [Additional topics](#): Other aspects of Voxelibre covered in this Wiki

Gameplay

You start in a randomly-generated world made entirely of cubes. You can explore the world and dig and build almost every block in the world to create new structures. You can choose to play in a “survival mode” in which you have to fight monsters and hunger for survival and slowly progress through the various other aspects of the game, such as mining, farming, building machines, and so on Or you can play in “creative mode” in which you can build almost anything instantly.

There is no goal. It's a sandbox game, you build your game within the existing world. You survive by fighting against hostile [Mobs](#) and hunger. You collect items using different tools or mine for ores and other treasures. Start farming using seeds or vegetables and harvest to eat and trade. You gain experience by killing monsters, mining ores or trading with villagers and can use your experience to [enchant](#) tools and weapons. Build your own world with collected or crafted blocks – the only limit is your imagination! Build a railway system and have fun with minecarts. Redstone circuits allow complex mechanics. Play in creative mode, if you just want to build and create, without disturbances from hostile mobs.

[Dimensions](#) The realms accessible within Voxelibre. There are three dimensions: The overworld, the nether and the end.

[Biomes](#) The biomes, that build the world.

[Blocks](#) Info on the various blocks that make up the biomes/world.

[Items](#) Info about the various items that players can collect and use.

[Mobs](#) Info about the various creatures (friendly and hostile) found in VoxeLibre.

[Enchanting](#) Info about the enchanting process to enhance abilities of items, tools and weapons.

Version #6

Erstellt: 2025-08-21 10:02:10 UTC von yunomavori

Zuletzt aktualisiert: 2025-08-21 10:23:06 UTC von yunomavori