

The Gamer Who Hopes To Journey To The Tip Of The Minecraft

Intrepid gamer sets off to search out the tip of the Minecraft world - although it will take him 25 YEARS

Kurt Mac has already travelled 700 virtual km in the game

Estimates it is going to take him 22 years to complete his journey

Hopes to reach the 'far worlds' - an area where the game begins to interrupt down

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Anybody who has ventured into the blocky virtual world of Minecraft quickly realises the scale of the massively popular online recreation.

But for one person, finding out exactly how massive it is has turn out to be an obsession.

Kurt Mac hopes to achieve the sting of the game, a murky space solely referred to by the sport's creator as 'the Far Lands' - though he expects it to take 25 years.

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Journey to the tip of the world: One of many furthest points in Minecraft reached by Kurt Mac. minecraft hopes to succeed in the edge of the game, a murky space solely referred to by the game's creator as 'the Far Lands' - despite the fact that he expects it to take 25 years.

What's MINECRAFT?

Accessible on every part from smartphones to games consoles, Minecraft is a virtual world made up of sq. blocks of assorted materials.

Players can break down and construct constructions by way of farming and mining.

Each recreation generates a brand new world populated with a unique configuration of

bushes, plains and mountains, making it preferred for exploring.

The world continues to robotically generate because the participant moves further away from its centre - though its creators have warned of the Far Lands, where the game's code may begin to interrupt down.

Mac started his quest three years ago, in March 2011.

He loaded up a new recreation, chose a course and started walking - and has covered over 700km since.

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His goal is to get to an area of the game Minecraft creator Markus Persson has called the 'Far Lands,' so removed from the center of the world that the sport can no longer support the size of the world

Just lately, he turned the quest right into a stroll-a-thon for Kid's Play Charity, and has thus far raised over \$160,000.

'I started my YouTube series as an ordinary Minecraft Let's Play, where I constructed a settlement, looked for resources and explored the world around my spawn point,' he mentioned.

'After some time I grew impatient and in the eleventh episode of the series determined to pack some essential supplies and head West with the purpose of reaching these mysterious Far Lands.

One other shot of the journey so far, revealing snowy peaks.

A map of the journey thus far, exhibiting every rest cease as a block - to date over 700km has been coated

'I vowed to make my attempt for the Far Lands with out assistance from any mods or cheats, and I've also determined to utilize the popularity of my expedition and turn it right into a fundraiser for the Child's Play charity!'

Certainly one of the largest snags to hit the digital expedition was when Micrcrafts creators eliminated the Far Lands

'Unfortunately, the Far Lands had been removed from the game when the brand new terrain technology code was released in an replace on September twelfth, 2011,' he admitted.

Nonetheless, he vowed not to improve.

'Concern not, fellow Farlanders! I will continue the expedition in Minecraft Beta 1.7.3 for as long as I must!'

Thus far the Minecraft world has remained stable - but there are fears it may develop bugs as the sport's limits strategy.

On his journey, Mac is armed with a sword and a pickaxe, and is accompanied by his trusted companion Wolfie, a tamed wolf he present in the game.

He narrates every episode of his sequence.

The series reworked into a sort of podcast, where the matters I discuss may need little to do with the journey itself,' he informed the brand new Yorker.

'Of course, it is at all times thrilling when Minecraft re-grabs my consideration with a perilous cliff, a zombie attack, or a memorable panorama, and i remember the journey I'm on.'

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