

Trying To Understand Four-dimensional Minecraft I Froze My Brain

Human beings are exceptionally adept at navigating the three-dimensional world. In fact, that's the way that reality operates. However, try adding an extra dimension to something as easy as, say, Minecraft, and suddenly things turn into the confusing.

4D Miner can be, as a result confusing. Extremecraft It's available as a demo for free on Steam (opens in new tab) developer Mashpoe's unique take on Minecraft is an enormous amount of information to grasp even after you've completed an instructional video that introduces the concept of dimensionality by using the cute frog.

The playable tutorial introduces you to the concept of rotating through dimensions by showing you an 2D platformer, with the visual representation of how the "slice" of the world is representative of the larger 3D space. Move the mouse wheel, and the slice will turn, changing the 2D perspective.

Enter the game itself, and the same principle applies. You're exploring a 3D world like regular Minecraft. Scroll the wheel and your "slice of the larger 4D space" rotates, separating the world from itself. If you find it difficult to follow, it's because I'm still trying to mentally visually how the dimensions relate to each other-at one appearing to fold the world inside itself, a cube world discovering diagonals as a obscure plane rotates against the inside or on top of it, and oh god it's all very confusing isn't it?

As you explore the world from a 3D perspective, you'll have to rotate through the fourth dimension in order to continue exploring. Things could fall from trees or rock blocks that are not in your current perspective caves could open up into forest valleys, and you'll be attacked by horrendous Hyperspiders that are outside of your current frame of reference.

There are tools available to help you wrap your head around 4D space. You can make 4D glasses using a mystery ore, allowing you to see things from a different angle. A compass however can provide an accurate visualisation and will help you figure out the location of your current location.

As of now, 4D Miner is a fairly basic emulation that mimics Minecraft's mechanics. The extra dimension adds infinite complexity to something as simple as "how do I build a house in four dimensions". The developer even suggests four-dimensional multiplayer, which sounds like a wonderful way to explore the world with a friend.

"On the surface, this game does appear to be a bit similar to Minecraft and the inspiration is unquestionable," Mashpoe said in an explanation video on YouTube. "But things like

building, collecting resources and even navigating through the in-game world are entirely different, and this effects almost every game mechanic.

"I intend to enhance this aspect of the game in the near future, so that most of my new game mechanics are focused on how players interact with the fourth dimension."

Mashpoe attempted to Kickstart 4D Miner last month and failed and has since resorted to Patreon ([opens in a new tab](#)) to further develop the game. It's not easy to determine if 4D Miner can stand on its own as a game, or remain a tech demo that's confusing for its own good.

However, I'd like Mashpoe to continue his experiments in 4D space. Let me take an hour of rest before I go because all this dimension-bending has caused me a little headache.