

How To Get Windows 10 Edition Of Minecraft For Free! (Mojang News Post)

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It appears to be a preemptive post, there's no redeem button on the Mojang account page as of now. I'm guessing it will be available by the time of release.

Edit The redeem button is now accessible for me and a lot of other people! You can check it out! <http://i.imgur.com/9j8pupC.png>

Works for me: <http://imgur.com/km6PcRN>

What a shame for their support department.

i get as far as the redemption button on Microsoft's account and the billing page, but it says there is an error. is there a redemption deadline?

Windows 10 is being rolled out "today"/"tomorrow" depending where you are. I would guess that the button will be out at 12:01 Wednesday morning Sweden time.

Also , I'm not seeing a redeem button. I'm looking forward to tomorrow, though!

For those who need Windows 10:

Manual install now available here.

Direct Links

32bit exe

64bit exe

If you have an addon which forces https, open it up in ie because the link is only http.

Instructions:

Find the software.

After you run it, and follow the steps to allow you to format your USB drive or disk for the install.

Start the installer from the drive that you installed it.

It will install automatically and then activate.

You can also save an ISO for later use, but make an in-place update first so your key is activated.

I have tried the beta and it works perfectly.

I just got it. It's amazing to see how efficient the game is. My PC's fans don't bother to turn on and the CPU is almost always idle.

Are there any differences in gameplay?

It should work great on mobile so you can expect it to be equally great on PC.

4 more responses

Just got it. It's 2% CPU and 200MB on singleplayer LOL. #NEXTGEN anyways, there is some noticeable mouse delays when you look around, but otherwise it's a great game. We'd like to be able to modify more settings, for example Mip-Mapping or AA. All about minecraft servers and minecraft in general become mushy over time and the water glare can be a bit weird. Apart from that, I'm happy with the port guys.

there is some noticable mouse delay while looking around, otherwise looks great

I've noticed the exact same thing, mouse acceleration seems strange too.

It's a rough port at this moment. It runs on C++ so it runs super smooth. It requires some work to be compatible with the PC players. It seems to be a mobile game at the moment.

I'm sorry if this is an uninformed question But how do you get it? Did some users get Windows 10 earlier?