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## Can you breed villagers in xbox 360

I've made a small village (an 'apartment block' within a fenced off area). The buildings have walls, doors (4 per room) and a roof. Each room has a torch. I've managed to corral 5 villagers. 3 I have left to do what they want in the 'pen' and 2 I have put in a room together. I have then left to do other things to, in affect, give them privacy :). However, they never seem to breed, I haven't seen one baby villager the whole time! What am I doing wrong? is there a setting I need? By Melissa King Updated September 22, 2017 If your world lacks villages in "Minecraft: Xbox 360 Edition," you might want to create one of your own. A village needs residents to become a thriving community. By containing two villagers in a breeding pen, you can encourage them to mate and have children. Under the right conditions, villagers will continue to breed until they reach the population limit for their village. Determine a site for your breeding pen. It's easiest to breed villagers outside a village's boundaries. To do this, you'll need to build the breeding pen at least 32 blocks away from the village. If you want to breed residents in a village, the current adult population must equal less than 35 percent of the number of doors in the village. For example, if a village has 20 doors, fewer than seven residents must live there for mating to occur. To find your village's population limit, multiply the number of doors by 0.35.Guide two villagers to the mating site. The fastest way to do this is to push them to the site in a minecart. If you don't have a minecart, build one at a crafting table with five iron ingots. Alternatively, build a basic home with one door at your breeding site and then destroy all other doors up to 16 blocks away. The villagers will come to the site on their own. Build a stone or wood pen around the two villagers. Make the pen five blocks wide, three blocks long and at least two blocks tall. Leave a one-block gap in any of the walls.Place an iron door in front of the one-block gap in the wall. This serves as your entrance into the pen. Surround the exterior of the pen with wood doors. You need 23 wood doors to surround the pen.Put some torches outside the pen to prevent monsters from spawning in the area at night.Watch for hearts to appear over the villager's heads. Hearts indicate that the villagers have entered mating mode. In a few seconds, a child villager will appear. Child villagers grow into adults in 20 minutes. Iron golems will spawn in villages that have at least 21 houses and 10 or more residents. One iron golem spawns per 10 villagers. These beasts guard the villagers and protect them from monsters at night. Villages can contain several types of buildings and structures, including a blacksmith's shop, library, church and farm. If villagers get killed by monsters, the survivors in that village won't breed for the next three minutes. A Villager is a passive NPC who spawns and lives in the villages. They spawn around the villages and inside the buildings. As of December 19th, 2012, Villagers were introduced into the Minecraft: Xbox 360 Edition in the TU7 (1.01) update. The other variants were introduced in TU14. Appearance Their characteristic look is dominated by their large, bald heads, green eyes, unibrows, and large noses. Villagers' arms are implied to be jointed, with two parts each to create folded arms. The arms are tucked inside the sleeves, with the sleeves touching at the seam in the middle. Behavior Villagers will randomly wander around the villages, they do not fight back when attacked, nor will they run away from any Mob but the Zombie. The death of a villager does not affect any other villagers behavior. Villagers can use doors and ladders and will hide in their houses during the night. Zombies will attack villagers at night-time. Villagers prefer living in well lit areas, mainly because Zombies won't spawn. The Villagers will 'socialize' with other Villagers and Passive Mobs. If they approach each other and stand still then this means they're socializing. They can socialize with the player too, if they come up to you and stand still while bobbing their heads then they are socializing. Villagers are also attracted to Pumpkins and doors. When trapped, Villagers will try to find the easiest means of escape, if a house has no roof, 2 block walls and a bed then they will jump on the bed in an effort to escape. In other instances, Villagers will try to jump over obstacles. Villagers will also not willingly jump off cliffs. Villagers can breed if a village has at least one house with a door. Iron Golems are commonly around villagers, the Villagers will stare at them, and sometimes the golems will offer them a rose, symbolizing the friendly relationship between them. Baby Villagers tend to run around the village, they also appear to play tag. If a baby Villager grows up while they are playing. The grown-up Villager will continue playing until they stop for a break, it will then continue on with a normal life. If a Baby Villager is offered a rose by a golem, it will slowly walk to it, take the rose, and run off. Spawning Villagers will only spawn naturally in NPC Villages. They can also be spawned with spawn eggs in creative mode. They will never despawn even if the player wanders away from them. Unlike other mobs, they won't leave their village even without a barrier (such as a fence) preventing them from doing so. Population Villagers will mate depending on the number of valid doors. A valid door is any door (within the city radius) where the number of "outside" spaces within 5 blocks (in a straight line) on one side of the door is not the same as the number of "outside" spaces within 5 blocks on the other side of the door. A space is considered to be "outside" if it is hit by the sun during the day, i.e. it is transparent, and has nothing but transparent blocks above it all the way to the sky. This means that starting a village deep underground, such as in a cavern or buried ravine, is not feasible. Notice that a door is not a valid door without a roof on one side, or with equal amount of roof on both sides. Sometimes the villager AI (such as mating and housing) doesn't behave as expected until the game is restarted (as in save and quit, then reload the world). Once housing has been established, villagers will then mate until the number of adult villagers equals 35% of the number of doors. Any remaining children will grow up as usual, resulting in a total number of adult villagers somewhere above one third of the number of nearby wooden doors. The type of villager that the child is doesn't depend on what type the parents are, e.g. two farmer villagers can have a child that is any of the occupations. Unlike other breed-able mobs, the parents and child have no personal interactions other than socializing. It takes exactly 20 minutes for a villager-baby to grow up to an adult. The game engine periodically takes a census to determine the current population of the village. All villagers within the horizontal boundary of the village and within 5 vertical blocks of the center will be counted as part of the population to determine if continued villager mating is allowed. However, any villager within the horizontal boundary of the village and within a vertical distance of 32 blocks downwards of the center of the village will attempt to enter mating mode as long as there is at least one villager within the boundary. Therefore, it is possible to create an unlimited population by holding only two villagers within the village boundary and forcing all other villagers outside the 5 block vertical range of the census. If two villagers simultaneously enter mating mode while they are close to one another, they will mate with each other and produce a child. Trading As of TU14 the the player has the ability to trade with villagers. This is the only way to get emeralds without cheating in pre-TU14 worlds. Professions As of TU14 villagers have different professions. Brown cloak = Farmer They have trades such as 17 to about 24 wheat for a emerald, and a emerald for 6 to 8 melons, 3 or 4 bread, and more. White apron = Butcher Buys raw beef and pork chops, sells leather armor. Black apron = Blacksmith Buys coal, iron, and diamonds, and sells any kind of armor and iron/diamond tools and weapons. Purple cloak = Priest Sells glowstone, redstone, bottle o' enchanting, and eyes of ender. Can enchant unused, unenchanted stuff for you at the cost of emeralds. White cloak = Librarian Sells glass, clocks, bookshelves, glowstone, and can enchant books, buys books and paper. Green cloak = Mayor The green cloaked villager is known as the mayor of the village. There is only one in each village, and they do not trade with the player. All (except mayor) have a chance of getting the trade 8 or 9 gold for an emerald. Villages in Minecraft are inhabited, and you can grow the population by breeding villagers. This enhances trading in the game while making the vast world of Minecraft a little less lonely. If you're confused about how to breed villagers in the game, we're here to help.In this guide, we will explain how to breed villagers in different versions of Minecraft, and how to protect them from zombies. Additionally, we will answer some of the most common questions related to village inhabitants and breeding in the game.How to Breed Villagers in Minecraft Version 1.14 and Earlier?To breed villagers in Minecraft 1.14 or earlier, follow the steps below:Find or build a village. A couple of buildings close to each other are already considered a village.Each of the buildings needs to have an entrance door. The breeding-building for your villagers will need at least three beds.Make sure that the villagers are willing to breed. You need to feed every breeding villager three loaves of bread, 12 carrots, or 12 potatoes to inspire them.Once all the requirements are met, leave two villagers alone in one of the buildings.Check the building in about 20 minutes - a baby villager should appear.Tip: Be aware of new villages - they may be inhabited by zombies, pillagers, vindicators, evokers, or illusioners.How to Breed Villagers in Minecraft Version 1.16?With the new version of the game, the villager breeding process has changed slightly. Follow the instructions below to grow your village population in Minecraft 1.16:Find or build a village. A couple of buildings close to each other are already considered a village.There should be three times more doors than adult villagers in your village.Ensure that the building where your villagers are going to breed has at least three beds with two or more empty blocks above them.Trade at least once with your villagers.For the villagers to breed, ensure that there are three loaves of bread, 12 carrots, 12 potatoes, or 12 beetroots in the inventory per one villager. Feed it to your villagers.Leave two villagers alone in a building.Check the building in about 20 minutes - a baby villager should appear.Tip: Be aware of new villages - they may be inhabited by zombies, pillagers, vindicators, evokers, or illusioners.How to Breed Villagers in Minecraft Bedrock?Breeding villagers in Minecraft Bedrock isn't much different from doing it in Minecraft 1.16. To do that, follow the steps below:Find or build a village. A couple of buildings close to each other are already considered a village.There should be three times more doors than adult villagers in your village.Ensure that the building where your villagers are going to breed has at least three beds with two or more empty blocks above them.Trade at least once with your villagers.For the villagers to be willing to breed, ensure that there are three loaves of bread, 12 carrots, 12 potatoes, or 12 beetroots in the inventory per one villager. Feed them to your villagers.Leave two villagers alone in a building. In Minecraft Bedrock, there are male and female villagers, but it doesn't matter for breeding.Check the building in about 20 minutes - a baby villager should appear.Tip: In survival mode, you want to ensure the extra safety of your villagers. Read on to find out how to make your village zombie-proof.How to Make a Village Zombie-Proof in Minecraft?If you're playing in survival mode, your villagers can be killed by zombies, and you will have to breed more to replace them. If you don't want to spend time breeding, ensure that your village is safe. Follow the steps below:Ensure that there's always plenty of light in the village. Craft torches from sticks and coal and place them around and inside your buildings.Create a wooden fence or a cobblestone wall around your village. Ideally, it should cover the whole perimeter and have a gate that you can close at night.If your village has less than 16 inhabitants, create iron golems to protect the village. In large villages, they spawn automatically.Optionally, instead of iron golems, tame wolves to protect the village. Feed 12 bones to a wolf to tame it.Craft steel doors instead of wooden ones - zombies can't break them.Optionally, use wooden doors but raise them one block from the ground.Frequently Asked QuestionsRead this section to find out more about village inhabitants and breeding in Minecraft. What Else Can Be Bred Other Than Villagers? Villagers aren't the only species that can be bred in Minecraft. You can also breed pets, tamed animals, such as horses, donkeys, cows, and even bees! Every animal species has different breeding requirements. So, to breed horses, you need to feed them a golden apple or a golden carrot. Cows, goats, and sheep are willing to breed after eating wheat. Pigs will eat carrots, potatoes, and beetroot - same as villagers, though you only need one instead of 12. Wolves will breed after eating most types of meat. Chickens want to be fed seeds, and cats - raw fish. You can also make baby animals grow faster by feeding them certain types of food. For example, sheep grow faster when eating grass, horses - when consuming sugar. Another species that you can (but likely won't want to) breed is hoglins. You can kill them to get two-four raw pork chops and one leather, but they will attack you and the village inhabitants. What Good Does It Do to Breed Villagers in Minecraft? There are a couple of reasons to breed villagers in Minecraft. Firstly, you can trade with them. As every villager has a different profession, you'd want to have enough villagers to ensure a supply of all necessary goods. Secondly, your villagers can die for various reasons, and you have to replace them. Thirdly, growing your village is simply fun, and when the village is large enough, iron golems spawn automatically to protect the inhabitants. What Professions Can Villagers Have in Minecraft? Most of the villagers have professions and supply certain goods. They have a different appearance that helps to identify them. Armorers will trade various iron, chainmail, and diamond armor for emeralds. You can get emeralds and meat from butchers. Cartographers trade maps and banners for emeralds and compasses. To get gemstones, visit a cleric villager. Fletchers will help you to get crafting and hunting tools. Other villager professions include farmers, fishermen, leatherworkers, librarians, shepherds, and more. Some villagers are unemployed - they look like a plain villager model without any additional details. You can find them a job by building a new job site. Another non-trading villager type is Nitwit. They wear green coats and shake heads if you attempt to trade. What's Reputation in Minecraft? You have a different reputation in every village in Minecraft. It ranges from -30 to +30, starting at 0. Your reputation can be increased by trading with villagers and upgrading their professional skills. If you attack or kill a villager or their baby, your reputation will drop. Therefore, if your village is full, don't kill anyone - instead, send them away. When it drops below -15, villagers become hostile to you and iron golems attack you, so trading becomes nearly impossible. Furthermore, if you kill an iron golem, your reputation drops by another 10 points, so getting rid of them won't solve the problem. Villagers also gossip, affecting your reputation. Breeding villagers doesn't increase your reputation, but when a baby villager grows up, you can make them an apprentice to get additional reputation points. Expand Your VillageHopefully, with the help of our guide, you will easily grow the population of your village in Minecraft regardless of the game version. Make sure to protect your village inhabitants and create enough working sites for them to be willing to trade. And don't forget about your reputation in the village - if it's too low, you will be banished by the iron golems and will lose the ability to interact with villagers.Do you prefer creating your own village or trading in existing villages in Minecraft? Share your opinions in the comments section below.



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