

# Minecraft

1. Adjective
2. Adjective
3. Noun

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The \_\_\_\_\_ Adjective and building aspects of Minecraft allow players to build constructions out of \_\_\_\_\_ Adjective cubes in a 3D procedurally generated world. Other activities in the game include exploration, gathering resources, crafting, and combat. Gameplay in its commercial release has two principal modes: survival, which requires players to acquire resources and maintain their health and hunger; and creative, where players have an unlimited supply of resources, the ability to fly, and no health or hunger. A third \_\_\_\_\_ Noun mode named hardcore is the same as survival, differing only in difficulty; it is set to the most difficult setting and respawning is disabled, forcing players to delete their worlds upon death.