Appendix A: Printables

Photograph or photocopy any page, then print it with "fit to page".

Every page in this appendix is designed to be copied: take a photo with your phone (or use a photocopier), and print it on ordinary paper with **"fit to page"** turned on. It comes out a little bigger than the book page. Copy as many as you like.

PRINTABLE: DESIGN SHEET

From Chapter 3

Sword name: _____

ID (lowercase, underscores): `family:`

_____

Designed by: _____ **Helper:**

_____

Sketch your sword:

Colours: blade _____ handle _____ outline _____

Special power: ☐ fire ☐ ice / slow ☐ big knockback ☐ lightning ☐ sparkles ☐ _____

What it should NOT hit: ☐ other players ☐ pets ☐ villagers

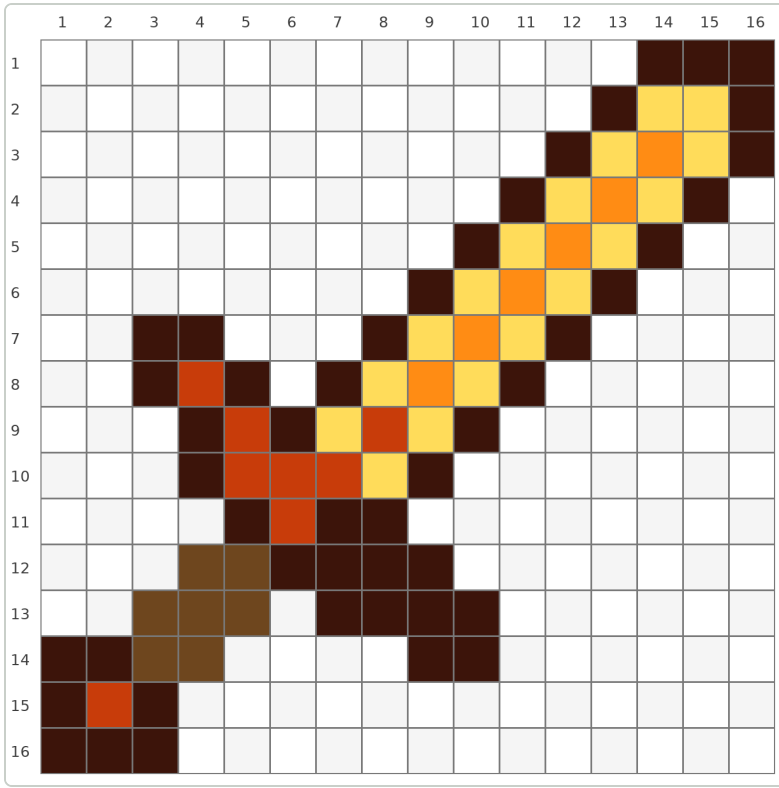
Battle cry word: _____

Name colour: ☐ white ☐ yellow ☐ aqua ☐ purple

PRINTABLE: PIXEL GRID: EXAMPLE SWORD

From Chapter 5

Colour codes for Blockbench's colour box: outline `#3C140A` · blade shadow `#C83C0A` · blade `#FF8C14` · blade shine `#FFDC5A` · handle `#6E461E`. Light squares stay empty.

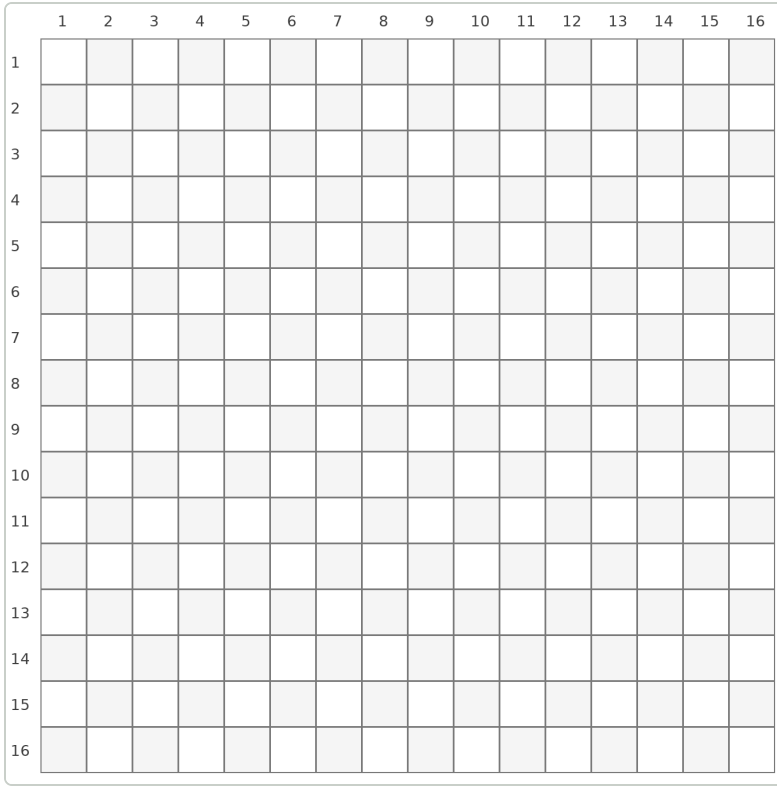


PRINTABLE: PIXEL GRID

From Chapter 5

Design your sword. Colour the squares with pencils or markers. Leave the background empty. Then copy it into Blockbench, square by square.

Sword name: _____



PRINTABLE: CHOOSE YOUR STATS

From Chapter 7

Your sword: _____

Question	Your answer
How hard does it hit? 7 = diamond sword, 20 = one hit beats most mobs	_____
How long does it last? 100 = wears out fast, 1561 = like diamond	_____
Can it be enchanted?	☐ Yes ☐ No
What repairs it at the anvil? e.g. a diamond	_____
How much does each one fix? e.g. 25	_____
Does it always shimmer?	☐ Yes ☐ No
Name colour	☐ white (common) ☐ yellow (uncommon) ☐ aqua (rare) ☐ purple (epic)
Survives lava?	☐ Yes ☐ No
Battle cry word	_____
Test: hits to beat a husk with my sword	_____
Test: hits to beat a husk with a diamond sword	_____

What I'd change next time:

_____

_____

_____

PRINTABLE: MY POWER AND MY OWNER TAG

From Chapter 9

My sword: _____

Its special power:

_____

_____

What it should NOT hit: ☐ other players ☐ pets ☐ villagers ☐ _____

My owner badge (tag): short, lowercase, no spaces, e.g. `lightning_owner` _____

Fire time (seconds): _____

Test: ☐ without the badge: "only obeys its owner" ☐ with the badge: the power works ☐ badge back on

What the sword says when it works:

_____

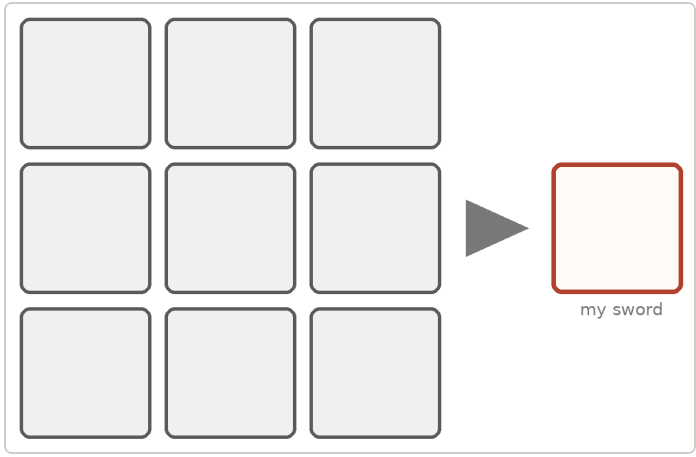
_____

PRINTABLE: INVENT A RECIPE

From Chapter 10

My sword: _____
The power happens on 1 hit in: _____

Draw your ingredients in the grid.



Your pattern (a letter per square, a dot · for an empty one):
Top row: _____
Middle row: _____
Bottom row: _____

Give each ingredient a letter, and write Minecraft's name for it:

Letter	Ingredient	Minecraft's name
_____	_____	`minecraft:` _____
_____	_____	`minecraft:` _____
_____	_____	`minecraft:` _____

PRINTABLE: LAUNCH DAY CHECKLIST

From Chapter 11

Our sword: _____ **Add-on file name:** _____

Devices

Device	Same Minecraft version?	Installed or joined?	Sword works?
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐
_____	☐	_____	☐

Owner badges given: _____

The demo: ☐ the look ☐ the name ☐ the battle cry ☐ the power ☐ the recipe

Who came to watch: _____

Best moment:

_____

_____

PRINTABLE: SWORD MAKER CERTIFICATE

From Chapter 11

Turn the page sideways. Print it, fill it in, and sign it together.

Official

SWORD MAKER

This certifies that

_____

designed, drew and built a real Minecraft sword called

_____

with the power of

_____



Signed _____

Date _____

PRINTABLE: UUID WORKSHEET

One sheet per sword. Make each UUID in PowerShell: type `New-Guid` and press Enter. Every UUID must be different. Change only what's between the quote marks.

Sword: _____

#	Which one	Goes in	Chapter
1	Resource pack header	`MySword_RP \ manifest.json` (header)	4
2	Resource pack module	`MySword_RP \ manifest.json` (modules)	4
3	Behavior pack header	`MySword_BP \ manifest.json` (header)	6
4	Behavior pack data module	`MySword_BP \ manifest.json` ("data")	6
5	Behavior pack script module	`MySword_BP \ manifest.json` ("script")	8

1 _____

2 _____

3 _____

4 _____

5 _____

Also in Chapter 6: the behavior pack's first "dependencies" entry gets a **copy of line 1**. That's how it finds its resource pack.

PRINTABLE: QUICK REFERENCE (1 OF 2)

Minecraft's pack folder: paste into File Explorer's address bar: `%appdata%\Minecraft Bedrock\users\shared\games\com.mojang` (pin it to Quick access)

Pack	Goes in
`…_RP` (looks, sounds)	`development_resource_packs`
`…_BP` (how it works)	`development_behavior_packs`

Keep the master copy in My Packs. Change it there, then copy it into Minecraft.

Which reload do I need?

You changed…	Do this
The script (`main.js`)	Copy it in, then `/reload`
A picture, item file, recipe or sound	Save & Quit, copy in, reopen the world
Added or removed a whole pack	Close Minecraft completely, reopen

Turn a pack on: world's pencil > Resource / Behavior Packs > Available > Activate (> **Add the pack anyway**).

Something went wrong?

1. VS Code: red marks or a number on the Problems count?
2. Read the red message: pack, file and line (e.g. `main.js:71`).
3. No message but it stopped? Save, `/reload` , check `%appdata%\Minecraft Bedrock\logs` (search **error**).
4. Try a plain new world with no packs. Same problem? It's not your add-on.

PRINTABLE: QUICK REFERENCE (2 OF 2)

Commands

Type	Does
`/give @s family:my_sword`	Gives you the sword
`/tag @s add my_sword_owner`	Owner badge (type it in full the first time)
`/tag @s remove my_sword_owner`	Takes the badge off
`/reload`	Reloads scripts ("reloaded" doesn't prove it works)
`/gamemode survival`	Survival (get rid of mobs first!)
`/gamemode creative`	Back to Creative
`/enchant @s sharpness 5`	Tests enchanting

Testing tips

- Fight **husks**, not zombies (zombies burn in daylight).
- Durability only wears down in Survival.
- Sparks too quick to photograph? `POWER_CHANCE = 1` for a moment.

VS Code

- **File > Open Folder** (so Ctrl+S works); trust the folder.
- White dot on the tab = not saved yet.
- Change only what's between quotes or backticks.

End of every session: save · zip My Packs into 03 Backups · pictures · notes.

PRINTABLE: CONTROLS CARD

Key	Does
W A S D	Walk
Mouse	Look around
Space	Jump (twice to fly in Creative)
Shift	Sneak; fly down
Ctrl	Sprint
Left click	Attack, break
Right click	Use, place
1–9	Hotbar slot
E	Inventory
Q	Drop
T or /	Chat, commands
Esc	Pause; get the mouse back
F1	Hide or show the screen display
F5	Camera view (first person to aim!)
Win+Alt+PrtScn	Screenshot (Videos > Captures)

Can't see… hearts and hunger: you're in Creative, or press F1 · the crosshair: press F5 · the shimmer: Settings > Accessibility > Glint strength

Phone or tablet: chat is the speech-bubble button; check autocorrect before pressing Enter.