



Andrews McMeel KIDS

## GREETINGS, MORTAL.



I am Herobrine, the one and only. Everybody knows and fears me. I have destroyed entire realms and reduced civilizations to ashes. Some claim to have seen me, but none who've ever crossed my path have lived to tell it.

Opening this book, you probably thought you were going to have a good time. Oh, how wrong you were! I have infused these pages with my power, and you are now linked to me! I am looking for an heir, you see. And in order to see if you are worthy of this position, I will test your skills. Apparently you know how to read—that's a good start.

We will review all the areas enabling you to survive in Minecraft: exploration, building, farming, mining, and combat. Needless to say, if you're not up to it, you will pay a high price.





# HEROBRINE'S PERSONALITY TEST



To start, I'd like to know what kind of noob I'm dealing with. Even if I intend to test your skills through various games, questions, and riddles, I need a general idea of your personality. Here are different scenarios with several options to choose from. Pick whichever suits you the most. Be careful and follow your instincts!





## #1

**You have just appeared in a new world. What is your first move?**

	I gather a few pieces of wood and try to find a mine where I can quickly get some iron and coal.
	Nightfall is coming soon. I should start building a house right away, even if it's made of dirt and wood.
	I need some equipment, and fast. I try to find some wood to build a pickaxe—then a sword for hunting and defending myself.
	I don't really like this place. I'm sure I could find something nicer.





## #2

**The sun begins to set, and you haven't had time to build a shelter. What do you do?**

	I try looking for high ground: there may be fewer monsters, and I'll get a good look at my surroundings.
	I promptly dig a hole in a mountainside, and then I plug the entrance with some dirt. Hopefully, I will find some coal for a torch.
	I'm sure I can build a small shack with a dozen cubes of wood. Who needs comfort when life is on the line?
	Armed with my magnificent wooden sword, I fear nothing. I will face any danger whatsoever . . . even if it means a little running when the odds aren't in my favor.





## #3

**You spot another adventurer in your path, but his intentions aren't clear. What do you do?**

	I unsheathe my sword, just in case.
	I leave without a word and see how he reacts.
	I try to talk to him. Maybe he has some stuff to trade.
	I invite him over to my place. If I'm friendly to him, surely he'll be friendly to me.

#### #4

**You have just been told that the nearby village has been attacked by a horde of zombies, skeletons, and creepers. What's the best thing to do?**





	I try to get materials to them as soon as possible. I know that creepers can cause serious damage.
	I must avenge those poor villagers! I'll track down this horde and put an end to their misdeeds.
	The village must be too exposed. I'll help them find a better location, one easier to defend.
	I really need to teach them how to set traps and dig underground escape tunnels.



Don't worry, your answers won't affect the rest of your quest. . . .





## #5

**During one of your expeditions, you encounter a powerful mage who offers you several sets of items. Which set do you prefer?**

	A piece of leather, a map, and a couple of torches.
	A few torches, a chest, and a clock.
	A crafting table, a hoe, and a map.
	A compass, a crafting table, and a fishing pole.





## #6

**While coming back home at nightfall, you stumble upon a strange portal that seems to attract more and more monsters. What do you do?**

	I note the location of this portal so I can return later, at a safer time.
	I could get hurt if I step too close. I prefer to stay at a safe distance and study the portal.
	A well-placed block of TNT should put an end to this evil gathering!
	I think it's time to go chop up some mobs and see where this portal leads!

## #7

**If you had to kiss one monster, which one would it be?**





	A creeper. It stings a bit but gives your complexion a healthy glow.
	An enderman. He teleports so fast that I might have a chance to escape afterward.
	A witch. Maybe I'll gain some incredible powers.
	A zombie pigman. It's as if my heart's been struck by lightning!



What do you mean, this question makes no sense? I'll be the judge of that, thank you very much! I'm trying to figure out how twisted you are!







**While you were gathering daisies and tulips to decorate your home, you got lost. Here are your choices:**

	I could try to find a horse and tame it. I would cover more ground and find my way home faster.
	I need to think logically! I'll leave a trail of wheat seeds behind me to avoid going around in circles.
	I see a giant taiga biome in the distance. By climbing to the top of a tree, I may be able to orient myself and find my way back.
	There's a small hill over there with some stone around it. I'll gather some blocks and build myself a tower to look at my surroundings.





## #9

**You are facing the ender dragon, the most powerful foe in Minecraft—besides me, of course. What strategy will you use, given you don't know the first thing about dragon slaying?**

	A dragon? Oh, I already escaped the End! Like, forever ago.
	I will watch her to understand her moves. I want to know my enemy.
	I'm itching to whack some End crystals, just to see what happens. Who knows, maybe they have something to do with this big old mob?
	In order to fight her, I need to understand my surroundings. I'll try a stealthy approach.

## #10

**You have accomplished most of your objectives, vanquished countless enemies, and constructed dozens of buildings. What will you do now?**

	Start all over elsewhere!
	A kingdom is never finished. Mine will keep expanding forever!
	Now that I rule the Overworld, I need to conquer what lies beneath it.
	There will always be people to protect. And I'm ready!

## RESULTS



Your answers will reveal one or two dominant traits and help me evaluate your spirit!

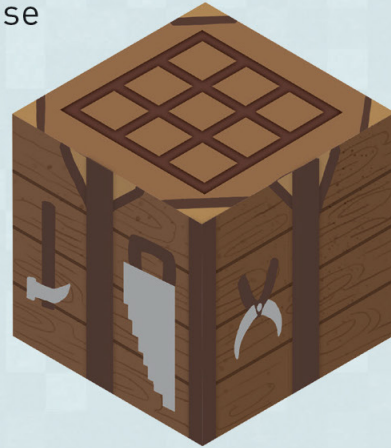


If you have **primarily “diamond” answers**: You seem to have the heart of a real **warrior**. I see some serious fighting potential in you—and a pinch of bravery. But I bet you can’t even wield a wooden sword! You’d probably just hurt yourself. . . . Anyway, it’s still a start.



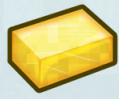


If you have **primarily “redstone” answers:** So you have the heart of a **builder**, huh? Well, it takes all types. Personally, I’d rather destroy buildings than create them. In any case, don’t get too excited! Just because you can stack two blocks of dirt doesn’t mean creating an entire kingdom will be a cinch.



If you have **primarily “emerald” answers:** Well, the heart of a **miner** it is. You seem particularly attracted to shiny materials and dark underground passageways. This means you’ll need a perfect sense of direction, not to mention serious guts. And you’d better learn how to swing a pickaxe and use TNT without blowing yourself up!





If you have **primarily “gold” answers**: Do you dream of faraway lands and lost countries? This means you’ve got the heart of an **explorer**. That’s not to say you won’t get lost, but at least you’re not afraid—or not too afraid. I’m guessing it’s because you have no idea what’s waiting for you out there. . . .

