Tate Worlds: The Toy Shop

1. Recommended Minecraft settings

Recommended settings for optimum sound and video when playing *Tate Worlds: The Toy Shop* map in Minecraft. You can change your Minecraft settings by hitting 'Escape' (Esc) on your keyboard and clicking 'Music and Sound Options' and 'Video Settings'.

Recommended 'Music and Sound Options'

Recommended 'Video Settings'

2. Game modes

To play *Tate Worlds: The Toy Shop* in either single or multiplayer mode, you must be using at least Minecraft version 1.8.3.

2.1 Singleplayer

To play the map in singleplayer mode, simply download the file and save it in your 'Minecraft saves' folder on your PC or Mac. The map name should then appear as a 'World' when you launch Minecraft and select 'Singleplayer'.

[Click here to download 'Tate Worlds: The Toy Shop' map for Minecraft](#)

For guidelines on how to download and install *Tate Worlds* maps in Minecraft, see the [FAQs page](#) on our website.

2.2 Multiplayer

To play Minecraft maps in multiplayer mode, you must upload the map file to a host server. This can either be your own LAN (local area network) or a Minecraft map server (websites that host multiplayer games in Minecraft).

Hosting a multiplayer game
The player hosting the multiplayer game can simply download the *Tate Worlds* map file and upload it to the Minecraft map server they intend to use (see 'Minecraft Map Server Settings' below). The map download already contains the required texture pack.

[Click here to download 'Tate Worlds: The Toy Shop' map for Minecraft](#)

Joining a multiplayer game
Players joining a multiplayer game hosted by another player must download the texture pack separately and save the file in their 'Minecraft Saves' folder (on their PC or Mac). This will ensure that the bespoke map graphics are applied.

[Click here to download (only) the texture pack for the 'Tate Worlds: The Toy Shop' map](#)

For detailed guidelines on how to play Minecraft maps in multiplayer mode, please visit the [Mojang website](#). Please note that currently only the *Tate Worlds: The Toy Shop* map is multiplayer enabled.

3. Minecraft Map Server settings (multiplayer)

When playing *Tate Worlds: The Toy Shop* in multiplayer, using an online Minecraft map server (website host) or LAN, you must ensure the server settings are correct.

Every Minecraft map server has a different way of opening the 'File Manager'. Somewhere in here you will find a file called **server.properties**. This is simply a text file containing code that tells the server how to run Minecraft maps.

The text in the server.properties file should match the text below. Rather than manually checking each line, **replace the text in the server.properties file by clicking 'Edit' and then copy and paste the text below into the file.**

```
#Minecraft server properties

spawn-protection=16
max-tick-time=60000
generator-settings=
force-gamemode=false
allow-nether=false
gamemode=0
enable-query=false
player-idle-timeout=0
difficulty=1
spawn-monsters=true
op-permission-level=4
resource-pack-hash=
announce-player-achievements=true
pvp=true
snooper-enabled=true
level-type=DEFAULT
hardcore=false
enable-command-block=true
max-players=
network-compression-threshold=256
max-world-size=29999984
server-port=
server-ip=
spawn-npcs=true
allow-flight=true
level-name=
view-distance=10
hellworld=false
resource-pack=https\://www.dropbox.com/s/oniz4p8ujts4b4f/Toyshop_Texture.zip?dl\=0
spawn-animals=true
white-list=true
generate-structures=true
online-mode=true
max-build-height=256
level-seed=
use-native-transport=true
motd=
enable-rcon=false
```