Skyfog 2 Rules and Challenges  
  
*Backstory*

You wake up in an unfamiliar place. Oh no, it must have been a patch! Navigate the skies and find your way home!

*Rules*

1. No mods
2. Do not destroy Iron doors and Stone Pressure Plates unless created.
3. Play on hard difficulty
4. Play with rendering distance at short.
5. Do not kill yourself to regain health of hunger.

*Challenges*

The house

-Build at least a 9x9 house.

-Build another house at least 9x9 when you find the tree named home.

-Neither house can have cobblestone or wooden planks for walls.

-Have at least 2 floors in both houses.

-Have a basement, which must be below the layer of bedrock on the cube you start on.

-Restore the 3x3x3 cube you began on, in the center of your house, with all the same materials, dimensions, and chest with all its items restored.

-Use the lightest colored wooden planks in the game, for the floor.

-Have 20 pieces of glass in your houses.

-Have 20 pieces of wool in your houses.   
-Have an automatic cobble generator inside the basement.

-Have a fireplace with everlasting fire.

-Have a house with a jukebox.  
-Have 20+ bookshelves.

-Have 10 paintings

-Have an Enchantment room

Other Buildings

-Create a windmill  
-Create 2 mob traps

-Create a farm with melon, wheat, pumpkin and Sugar Cane  
-Build a ranch for your animals

-Create a modern apartment suit

The character

-Wear a full gold armor set.

-Equip a perfect condition diamond pickaxe

-Punch a creeper to death

-Punch a skeleton to death

-Punch 3 zombies to death in one night

-Punch a creeper into the void, right before it’s about to blow up

-knock a creeper off your world, with a snow ball

Collectables

-Every CD

-Create 12 cakes

-Find way back home!

-Have 2 sheep, pigs, chickens and cows.