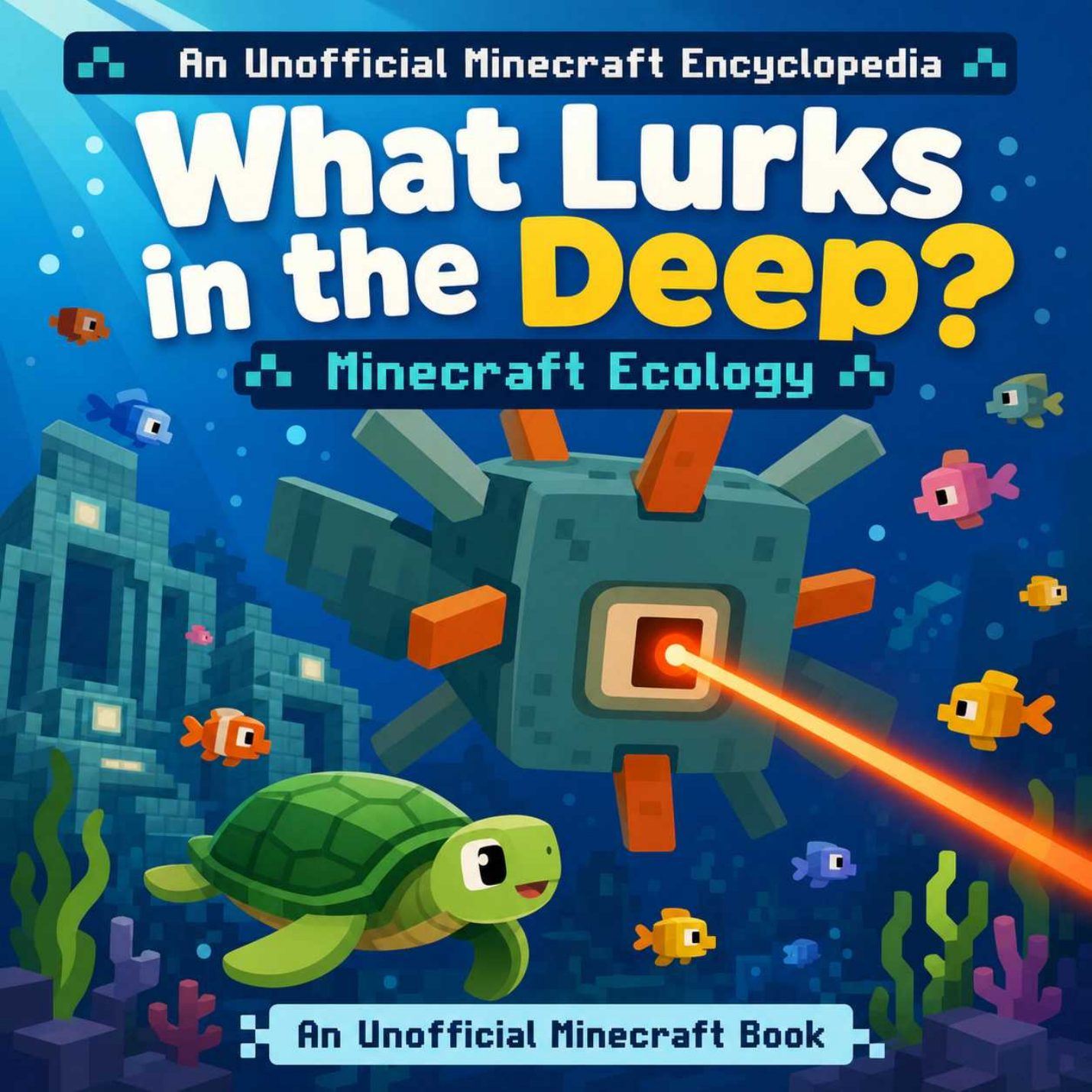


An Unofficial Minecraft Encyclopedia

What Lurks in the Deep?

Minecraft Ecology

An Unofficial Minecraft Book



Seas spread across most of the Minecraft world. They are the biggest zones in the game. Sail any way and find water. The sea goes on and on. It does not end. It just **continues**.





Seas split the land into chunks. Where land pops up above the water, bits of land form. A **few** of these bits are tiny, just a bit of sand. Others are big, and **you** could build a home there. The deep sea keeps them all apart.

Hot seas are sunny
and not so deep. Sand,
seagrass, and kelp fill
the floor. A big **group**
of mobs lives in this
sea. Tropical fish dart
past, bright and quick.
Squid drift in the still
water. Bubbles float up
to the top.



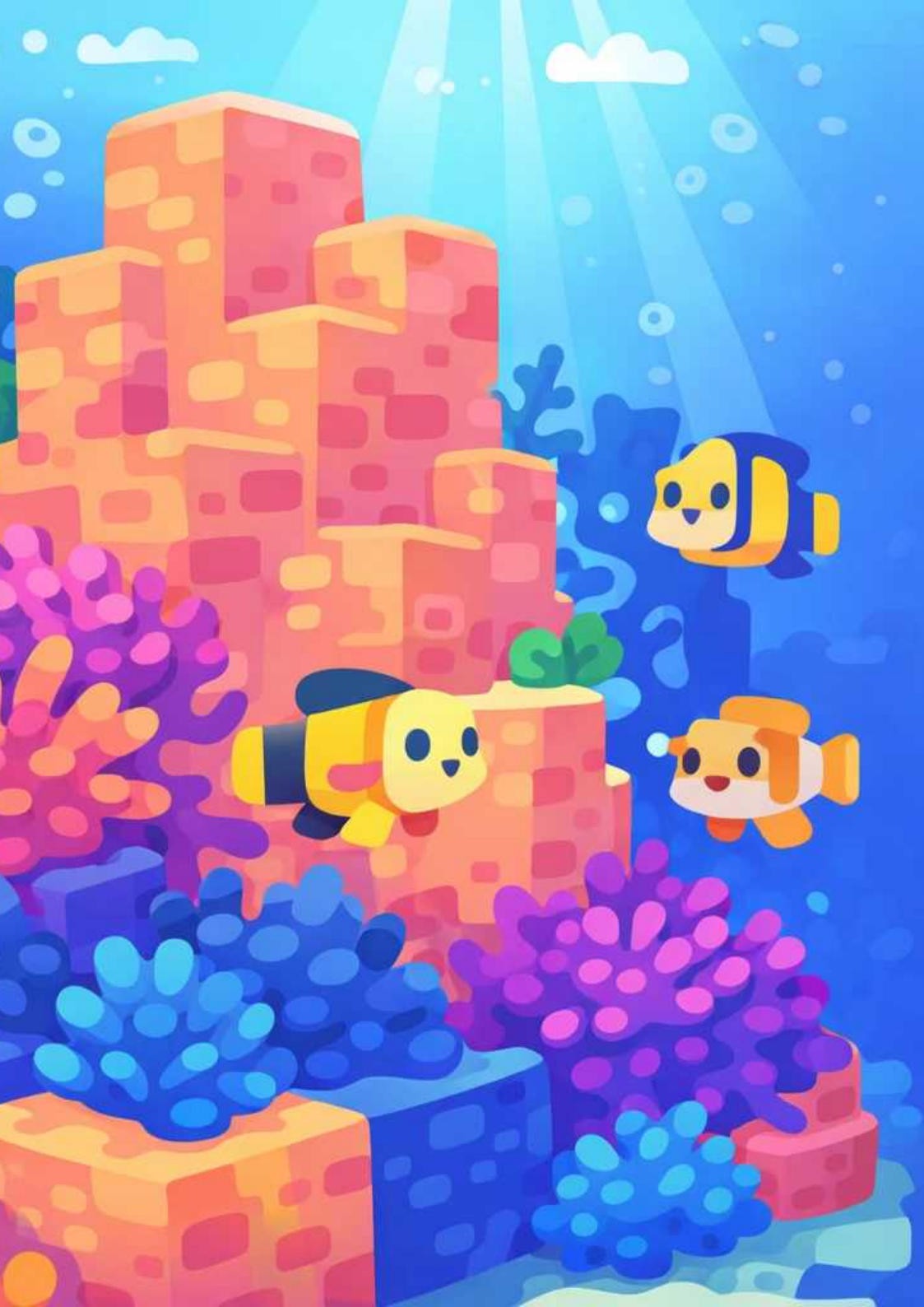


Cold seas are darker and deeper than the hot seas. The sea floor is rock and dirt, not sand.

Fewer mobs live in this cold sea. Just cod, squid, and a **few** other fish swim in the dim water above the tall kelp. They do not mind it. The water is too cold for the rest of the mobs.

Icy seas are in the coldest parts of the world. Big chunks of ice float on top. The water below is icy cold and dim. The **fewest** mobs of all live in this icy sea. Just squid and a **few** cold fish can stand it. Even this small **group** keeps to itself under the ice.





The hottest seas are home to coral reefs.

Coral comes in many shapes and **hues**.

Tropical fish weave past brain coral, tube coral, and fan coral. Wait, are these coral plants? No!

Coral are tiny living animals that grow in big **groups**.

Not all sea mobs are kind. A mean mob keeps watch near underwater temples. It shoots a beam at any swimmer that gets close. Drowned mobs hunt in the deep water. They **pursue** any swimmer that dives down. Stay safe out there!





Some sea mobs leave the water for a bit. It is part of their **routine**. Turtles lay eggs on sandy beaches, then go back to the sea. Small sea animals rest on the sand by the waves. They can live out of water for a short time. Dolphins leap up high out of the waves as they swim along. The land and the sea both have a part to play.

The sea is home to so many living things. Fish, squid, turtles, dolphins, and coral all need clean water.

When the sea is in good health, all of them thrive. Each animal matters.

The sea has so much **value**. It is alive.





But the real sea is in great need of help. Plastic trash fills the water and **wounds** the sea animals that swim and drift in it.

Hot water harms the coral reef and the fish that live near it. We must keep the sea clean and cool for them.

You and I can help fix it if we try. It is the best thing we can do for our planet.



What Lurks in the Deep?

Something lurks in the ocean depths, and it isn't friendly. As a player dives deeper to explore icy seas and coral reefs, danger waits in a group of underwater temples where a laser-shooting mob stands guard. Will the player find a way past it and back to the surface? Created to align with the UFLI Foundations scope and sequence (Lesson 115: Alternate Long U (ew, eu, ue /yū/; ou /ū/)), this book practices words like 'few', 'group', 'pursue', 'value', 'wounds'.

Phonics Focus: Alternate Long U (ew/eu/ue/ou)

continues, few, fewer, fewest, group, groups, hues, pursue, routine, value, wounds, you

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