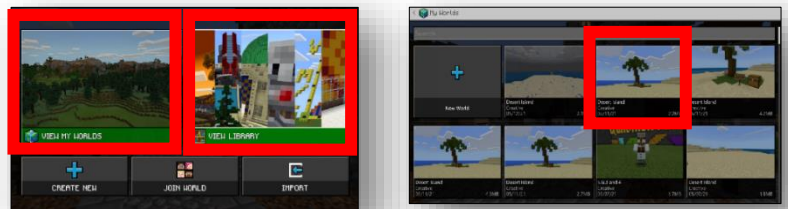


Minecraft Education Edition: Adding Non-Playable Characters (NPCs)

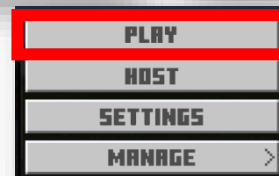
These directions explain how to add non-playable characters in a Minecraft World.

Add an NPC Egg to the Inventory

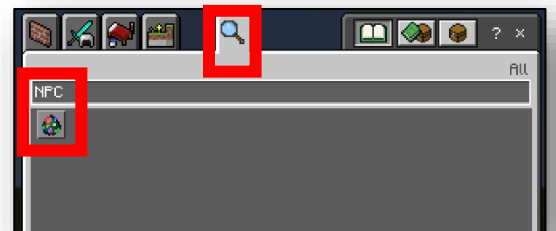
1. Log into **Minecraft Education Edition** using your CCSD Microsoft 365 login and password.
2. Select **Play**.
3. Locate and open the desired Minecraft world from **View My Worlds** or the **Lesson Library**.



4. Select **Play**.
5. Press “E” on the keyboard to access the inventory.

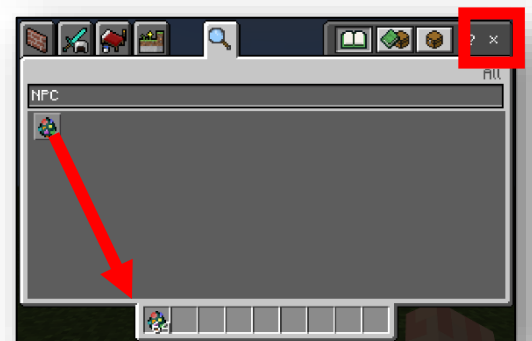


6. Select the **magnify glass (search)** icon to have access to search the inventory.
7. Type “NPC” in the search field.
8. Select the “NPC” icon.



9. Drag the “NPC” icon down to the toolbar
Note: The toolbar is also known as the Hot Bar Inventory.

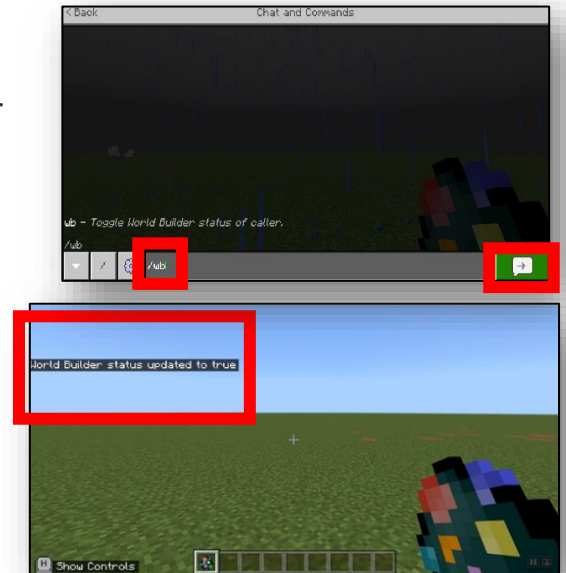
10. In the top right, click the **X** to close the inventory.



Turn World Builder On

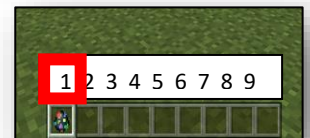
1. To access chat and commands, press **T** on the keyboard.
2. In the chat box, type **/wb**.
3. Click the **Enter** button.

Note: You should see a message that reads "World Builder status updated to true."



Place and Customize NPC Character

1. Select the **NPC egg** from the Hot Bar Inventory by pressing the corresponding hot bar number.
Note: The Hot Bar is labeled from 1-9 from left to right.



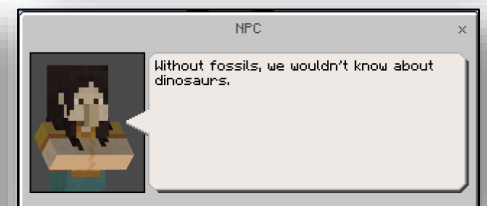
2. Right-click on the NPC character to **place** the character.
3. Right-click again on the NPC character to **edit**.



4. Delete the **NPC** text from the name box.
5. Create a new **custom name**.



6. To create custom text, select **Edit Dialog**.



7. To change the NPC's appearance, select a **new character**.

8. Select the **Advanced Settings** icon to add URL buttons or commands.



9. When finished editing, select the "x" in the top right corner.



10. Turn off **World Builder** so that no more edits can be made to the NPC character. Repeat steps 1-3 on page 2.

Note: You should see a message that reads "World Builder status updated to false."



11. Any player can now right-click on the NPC character to interact with it.

