

**how to download stacy's wolves mods 1 and 2**



## Stacy's Wolves Mod 1.12.2/1.11.2 (Extreme Wolf)

Are you a dog lover? Particularly I like dogs, especially the strange and beautiful breeds. It is not by chance that dogs are called the most loyal human companions, even more, loyal than cats and even humans. A realistic game like Minecraft that lacks the major diversity of dogs is a grave offense towards dog lovers. And that's why we have Stacy's Wolves. Stacy's Wolves Mod 1.12.2/1.11.2 adds a lot of new breeds of the wolf into Minecraft, which are available for each type of terrain and weather. Moreover, there are Ores wolves – dog breeds that resemble minerals.

Similar to Doggy Talent mod, dogs of the Extreme Wolf mod act just like their brothers in Minecraft vanilla, meaning they can sit or follow you; they are tamable, and players can change their collar's color (colorable collar). Unfortunately, at present, Extreme Wolf cannot be used simultaneously with Doggy Talent mod. All wolves in the Extreme Wolf mod have their own food (bone) for each breed. That means they cannot be fed with other breeds' foods. Another difference compared to dogs in Minecraft vanilla is that each species will have its own breeding environment depending on terrains and areas. Last but not least, each and every species of wolves and dogs are way too cute, which is the main reason you should install this mod.

Stacy's Wolves Mod – Numerous Cute Wolves.

Stacy's Wolves Mod is basically a cosmetic mod that adds several types of wolves in the game. They are capable of performing different functions like sitting, following and much more. The pets are easily crafted able through various bones. They have different colors and different moving abilities which make them even more interesting.

The modification is purely based on the beauty of the game. The functions are relatively similar as the vanilla Minecraft. The wolves can be breed as well but it will require some different tricks. Similarly there is a fair chance that some bugs will appear because it is a new modification. So enjoy playing this modification and let us know what you think.

Stacy's Wolves Mod Crafting Recipe:

Stacy's Wolves Mod Minecraft Download.

For Minecraft 1.7.10.

Release Date: 29th October, 2017 Version 1.1.2a File Size: 582.58 KB Supported version: Minecraft 1.7.10 Author: Lyrael\_Rayne Download (Direct): Stacy's-Wolves-Mod.jar.

Stacy's Wolves Mod Installation Guide:

1. Download and install Minecraft Forge according to your game version. Launch Minecraft once using Forge profile to complete the installation process.
2. Download the mod and save it to "%appdata%/minecraft/mods" folder
3. Now get your desired mod and move to mods folder.
4. Start Minecraft using profile created by Forge and enjoy.
5. Make sure you read the documentation and recipe guides before you begin.

We are fully determined to provide extremely safe environment and put our full energy in it. We also know the problems of the community because they are eagerly searching for the latest releases. But we have to make one thing clear right here that the content will only be available right after release. There is no way that a user can get the mod before the release unless its fake. So we want to inform that please be patient for the official release in order to get the amazing experience of the Minecraft. We hope you will have a brilliant time playing Minecraft.

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Stacy's Wolves - Minecraft Mod.

Additional Wolves for different climates, mobs and ores!

Stacy's Wolves is a mod made for StacyPlays modded let's play series on YouTube. It features a vast amount of additional wolves that can tamed using their specific bone - which can be crafted with a bone and the corresponding material. The wolves act like vanilla Minecraft wolves in most respects. This mean they can be made to sit, follow, tamable, colourable collar etc. Unlike vanilla wolves, they have special spawning conditions based on biome and area. Final note to make is of course. CUTENESS OVERLOAD!

1.0.5 - Tip your caps.

Changed most of the wolves to have their own spawn cap instead of using the monster spawn cap. Ore wolves also have their own spawn cap. Prismatic Wolves are rumoured to have been spotted in the Deep Ocean biome. Most wolves spawn only once every 400 ticks (just like farm animals). "Monster" wolves like Zombie and Bone wolves still spawn on the monster spawn cycle. Mod no longer crashes when run on a server. Wolf populations have been brought under control and should no longer overwhelm other kinds of creature. Ore Wolves (except Emerald which only spawns in Mountainous biomes) have begun to encroach on the Jungle and River type biomes. Monster Wolves have made incursions into Jungle and River type biomes.

1.0.4 - The cake is no longer a lie.

Made sure cake wolves ONLY SPAWN IN VILLAGES! Made sure cake wolves only try to spawn in biomes where villages may spawn. Probably made cake wolves slightly more common as they almost never spawned before.

### 1.0.3 - Even more spawn tweakage.

Added Mushroom Wolf to the Roofed Forest. Prevented Ice Wolves spawning in non-snowy cold biomes. Made Flower Wolves spawn only in Plains, Sunflower Plains and Flower Forest seeing as there is no biome dictionary type called Flower. Made wolves slower (Vanilla wolf speed instead of ocelot speed) and reduced max health as these are no longer dragons. Prevented Iron and Emerald wolves from spawning on the surface under trees by making their max height 50 and they only spawn on Stone.

### 1.0.2 - More spawn tweaking.

Earth Wolves spawn in fewer locations (for example they no longer spawn in Desert or Mountain type biomes). Birch Wolves now are far more likely to stick to. birchy. biomes. No more Jungles, Mountains or Mesas. End Wolves should no longer spawn in the Eldritch biome created by Thaumcraft. Wolves will probably spawn a little less frequently as duplicate spawn registrations have been removed/reduced. Blacklisted Nether and End biome types for any wolf that shouldn't spawn in those places. Most wolves have had their spawn probabilities and max pack sizes tweaked.

### 1.0.1 - Bug Fixes, Breeding and Spawn Overhaul.

Completely changed spawn mechanics to be more reliable. Fixed some incorrect spawn zones. Tweaked most wolves' spawn probability. All wolves now spawn as "monster" type because the others weren't spawning at all. Made it so wolves can spawn on non-grass blocks. Blaze Wolves have decided to be 200% more firey and to live in Nether Fortresses. Tamed wolves are no longer damaged by fire or sunlight. Wolves now attack chickens, not creepers. No more 'splodey wolves. Added Meaty Bone for breeding wolves. Different kinds of wolves will now breed with one another. Wolves no longer sit if the player tries to feed them food but they weren't hungry. Wolves are now healed for significantly more when fed. Can no longer tame wolves with any old vanilla item. Added tooltips to the various kinds of bones which (not so subtly) hint at which kind of wolf might like them.

### 1.0.0 - Initial Release.

Please report issues here. Make sure to include valid information in the bug report. ("It does not work" is not a valid bug report!)

The mod is fully open source and can be found on GitHub here.

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You may use it in your Modpacks provided credit is given You may fork the project and use it for private non commercial use.

Stacy's Wolves Mod Code © Lyrael Rayne 2016-2020 - All Rights Reserved All other aspect of Stacy's Wolves Mod concept, artwork, etc. © StacyPlays 2016-2020 - All Rights Reserved.

### Stacy's Wolves Mod.

Stacy's Wolves is a Minecraft mod created by Stacy and first introduced in the series Mystic Mesa. It features a number of themed wolves that spawn only in specific biomes/areas and must be tamed using crafted bones that match their species of wolf. like a ocean wolf, the ocean wolf needs a ocean bone, to craft a ocean bone you need a water bucket and a bone. then craft it together in a crafting table.

### Contents.

#### History.

On April 1st 2016, Stacy released a video as an April Fool's Prank titled Dircraft. The video featured a custom wolf texture designed by the Walschaerts Build Team which made wolves look as though they were made of dirt. Stacy was then inspired to create a mod which would feature multiple new wolf textures based on biomes, items, blocks, and other minecraft included textures.

#### Creators.

from Feed The Beast | Project Manager | Lead Developer | Developer and Nathan\_Oneday from Walschaerts Build Team | Artists | Contributor & Creator of Ideas.

#### Characteristics.

Like vanilla wolves, Stacy's Wolves can be tamed, made to sit or follow, bred, and outfitted with colored collars. Unlike vanilla wolves, Stacy's Wolves have a mode that allows them to roam freely even after being tamed, occasionally shed the item used to tame them on the ground nearby, and will kill chickens if untamed similar to ocelots. A few wolves have special abilities.

### Stacy's Wolves Mod 1.12.2/1.11.2 (Extreme Wolf)

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