

Forum:[Hack Forums](#)

Thread: [Which minecraft update destroyed the magic for you?](#)

Noobface80 - January 2, 2017, 10:44 pm

Hey guys noobface80 here to get your brain working again. I stopped taking mc so seriously after the beta of minecraft. I've noticed that when a game starts simplistic in nature, and leaves the rest up to the player's imagination, it gains huge popularity. It's only when the updates start doing specific things which is when the game starts to lose its magic (a similar thing happened with Rust, imo). Anyway, if you quit mc due to an update of any kind, which version made you throw in the towel?

Ravioli - January 3, 2017, 2:55 am

Ever since 1.9. I still play 1.7/1.8 on a factions server when I'm bored though. I don't even download the new updates anymore, pointless imo.

Quackles - January 3, 2017, 5:36 am

(Jan 3, 2017 03:55 AM)InhaleDale Wrote: [\[CITE\]](#) Ever since 1.9. I still play 1.7/1.8 on a factions server when I'm bored though. I don't even download the new updates anymore, pointless imo.

For me, 1.8, I didn't play regularly though just now and then (couldn't even get use to the blimming game).

muzzy. - January 3, 2017, 5:42 am

when the game started to really ramp up in resource intensity and that big hunger games hive server thing died I quit; sometime around 2012/2013

woms - January 3, 2017, 5:43 am

It was the version 1.8, 1.7.10 I think was the last version I could play without puking on my keyboard

The BMM - January 3, 2017, 11:43 am

I lost interest after like 1.6 or 1.7

Gummy Bear - January 3, 2017, 7:57 pm

Nothing really ruined it for me, I just got bored of Vanilla Minecraft so I only play Modded Minecraft now.

THC - January 3, 2017, 7:59 pm

The big 1.9 updates really, I used to try to just ignore the 1.8 updates by playing 1.5, but then the 1.9 updates came and really fucked it all over for me. Not sure that there is a coming back from that point.

daymon - January 3, 2017, 8:00 pm

(Jan 2, 2017 11:44 PM)Noobface80 Wrote: [\[CITE\]](#) I've noticed that when a game starts simplistic in nature, and leaves the rest up to the player's imagination, it gains huge popularity. It's only when the updates start doing specific things which is when the game starts to lose its magic.

You put it so perfectly into words

Classic™ - January 3, 2017, 8:05 pm

1.9 killed the game. Every update after that just made it even worse.

They fucking added polar bears.

POLAR BEARS.

?Barbarian - January 4, 2017, 6:10 pm

1.9 Completely killed Minecraft for me. Ever since 1.8 the updates have been getting worse.

Kaleb - January 4, 2017, 6:13 pm

It wasn't necessarily an update that killed it.

I first started playing Minecraft during the Halloween Update which was 6 and a half years ago. Played it quite heavily on a server with friends for a bit and then on and off as the game updated but stopped playing it altogether about 2 years ago. I play it sparsely now, the wingsuit thing is kinda cool and they've added a lot more to do. I may get back into it one day but idk

Youtube Comments - January 4, 2017, 6:16 pm

I played since the beginning up to the part where they added potions, shit ruined everything for me pvp wise.

Motiv - January 6, 2017, 10:14 am

1.9 killed it.

My FAVORITE was before the 1.8 adventure update when XP was added. The old alpha sounds were great.

I remember when 1.3 came out and Bukkit wasn't updated so we could go around and grief servers freely :)

ILLogical - January 6, 2017, 5:22 pm

I remember when they added pistons and then when they added exp and potions before the bullshit enchant everything. That's when I quit playing. Think it was back in 1.7

Spicy - January 7, 2017, 12:48 am

1.6 and 1.7,

I stopped playing Minecraft after 1.7 update.

Saitama - January 7, 2017, 12:52 am

1.9 is where it went down the hill.

Sajuuk - January 7, 2017, 4:38 am

Pre 0.0.9a

That's the update that destroyed the magic for me.

JohnLennon - January 7, 2017, 6:52 am

Beta 1.7.3 was the last good update.

Katarina Du Couteau - January 7, 2017, 6:54 am

1.9 was when it got too cancerous with that elytra, sword, 2x wield, etc. bullshit.

If I play, it's on 1.8

Pim Fortuyn - January 7, 2017, 6:54 am

None of the updates ruined it for me. Just got older and got out of it. Also if you see those minecon video you really cringe if you see the community that plays this game

SIM-3247471 - January 7, 2017, 6:55 am

Me turning 15 or something. That update

g?th - January 7, 2017, 12:26 pm

(Jan 7, 2017 07:55 AM)Classix Wrote: [\[CITE\]](#) Me turning 15 or something. That update

ImHidingShh - January 7, 2017, 2:39 pm

I got fed up with the game when they added the ability to hold two items at once (sword in one hand, shield in the other). I loved the horse update but hated everything since.

chase. - January 7, 2017, 2:44 pm

1.9 cause it is dumb and fucked up PVP. I play on 1.8 only for hypixel but 1.7 for factions.

ILLogicalL - January 7, 2017, 9:40 pm

I remember back in the day when you could have all diamond armor on and fall from 50 blocks and not take any dmg at all. Now, you have to do the enchantment bullshit which still isn't the same because it will kill you.

rustley - January 7, 2017, 9:46 pm

(Jan 2, 2017 11:44 PM)Noobface80 Wrote: [\[CITE\]](#) Hey guys noobface80 here to get your brain working again. I stopped taking mc so seriously after the beta of minecraft. I've noticed that when a game starts simplistic in nature, and leaves the rest up to the player's imagination, it gains huge popularity. It's only when the updates start doing specific things which is when the game starts to lose its magic (a similar thing happened with Rust, imo). Anyway, if you quit mc due to an update of any kind, which version made you throw in the towel?

I started playing around 1.3 or something around then, after a while I decided to play the beta just to see how it all came about and it was miles better. I stopped playing from 1.8+, only just started to get back into it because it's fun to blaze and play Minecraft. I'd be interested in playing on a Beta server if anyone's got one.

Factus - January 7, 2017, 9:46 pm

(Jan 3, 2017 09:05 PM)Classic™ Wrote: [\[CITE\]](#) 1.9 killed the game. Every update after that just made it even worse.

They fucking added polar bears.

POLAR BEARS.

Yo, don't hate on polar bears. They're the most chill fucking animals.

TRAUMA - January 7, 2017, 9:52 pm

(Jan 2, 2017 11:44 PM)Noobface80 Wrote: [\[CITE\]](#) I've noticed that when a game starts simplistic in nature, and leaves the rest up to the player's imagination, it gains huge popularity. It's only when the updates start doing specific things which is when the game starts to lose its magic (a similar thing happened with Rust, imo). Anyway, if you quit mc due to an update of any kind, which version made you throw in the towel?

1.8 on another note.

+1

Sywren - January 9, 2017, 12:38 pm

(Jan 3, 2017 09:05 PM)Classic™ Wrote: [\[CITE\]](#) 1.9 killed the game. Every update after that just made it even worse.

They fucking added polar bears.

POLAR BEARS.

Don't forget the llamas ?

Loyds Bank - January 13, 2017, 4:58 pm

I played since the beginning up to the part where they added potions,shit ruined everything for me pvp wise..

cliffton - January 16, 2017, 12:22 am

beta 1.8. Sort of cool at the time, but the old terrain gen 1.7.3 and earlier was neat. And it wasn't too long after that when the sun Changed direction fucking over old maps.

Final 1.8 was another. The new blockstates that killed creative builds that featured unused metadata sucked. And the massive internal changes that made it so a lot of old mods never got passed 1.7.10. All of that was around the same time as the EULA stuff, the Bukkit DMCA and Searge working at Mojang so MCP stopped updating in a timely manner.

bandors - January 16, 2017, 12:23 am

1.2.6 best version, from 2012, was my fav and nothing will live up to it :(

zzbim - January 16, 2017, 1:26 am

1.2.something.

There was a lot of changes made before then that I didn't like, but I still had fun on the game (and I still did after this point) but 1.2 was when things just started to get too out of control.

Av?I?r - January 16, 2017, 2:44 am

I'm sure everyone would agree that they enjoyed the game more around when they first started playing it. Nostalgia and all, you know?

As far as major changes to the game, though, 1.9 really ruined it for me. I feel as if every update prior was only adding small things to the game that made Singleplayer more fun, which I liked. New blocks, structures, mobs, bosses, etc. 1.8, I feel, was only slightly controversial in comparison to recent updates. Subtle changes were made to PvP mechanics, like knockback and blockhitting. Many avid PvPers didn't like it, but for the most part, the community didn't care. Playing 1.7.10 after months of 1.8, however, made me realize just how much better 1.7 is for PvP, assuming you have a good connection to the server and/or your opponent is using 1.8.

The PvP aspect of the game aside, I wouldn't touch 1.9's new hit delay, even in Singleplayer. I just don't like it. If I hadn't gotten that into multiplayer and PvP servers, I suppose I wouldn't care that much, but it's sorta ruined any following updates for me as well. Even if Mojang did something like revert back to the original hit delay, or made it optional, I still couldn't be bothered to play Singleplayer in future updates; I don't feel like restarting the worlds I already have, or learning how to play again after so many new things have been added. :/

And then some things that Mojang does just leave me dumbfounded. This, for example.

Spoiler ([Click to View](#))

Just....why?

Themis - January 16, 2017, 2:50 am

it is not the update it is just the hype went away and game is not good to me anymore

Mr Whiskey - January 16, 2017, 10:12 am

When the only decent servers you can find became networks. That's when the game died for me.

Buxville was the shit.

Elkabeer - January 16, 2017, 12:40 pm

I used to play it OG back when pistonMC was big on youtube with his 60seconds how tos. good times. update broke after they tried going multi-platform imo

Blackwell. - January 16, 2017, 10:30 pm

1.7 days, man they were the best

null™ - January 17, 2017, 4:02 am

Ever since they added a lot of unnecessary useless shit.

RocheBrothers - January 17, 2017, 3:24 pm

For me it was after 1.7, everything used to be so good. Everything after that just went to hell.

FriendlyHugs - January 19, 2017, 12:47 am

I stopped when they added dual wielding and attack delays

Mojeh - January 19, 2017, 3:27 am

Haven't played it properly since like 1.4 or something, played 1.7/1.8 factions for a while but that's about it. ?

yetenszi - January 27, 2017, 12:26 am

Beta 1.8

i'm an old school minecraft player i know.

Drug Problems - January 27, 2017, 12:28 am

1.8 I believe is when it all really changed for me.

I played Minecraft first when it was 1.2.5 and it was one of those games I just played when I was bored but update 1.5 or so I got staff on a really big server and it was fun for me for quite awhile and then I got demoted for abuse and stopped playing. Came back months later and it was on 1.8 and nothing felt the same lmao.

SavageAF - January 27, 2017, 12:30 am

After 1.8 it just died out

brcstar - February 1, 2017, 2:35 pm

1.8, but I suppose I was growing out of minecraft a bit anyways by that time. I just thought it was a boring update compared to 1.7.