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About Zora no Densha

Zora no Densha is a modification for Minecraft that brings tracks, rail vehicles, and a lot of other railway-related features into the game. The initial idea is based off a private server project for which no suitable railway-themed modification could be found, ultimately leading to the creation of Zora no Densha.

Today, Zora no Densha brings realistic trains with high detail and great customisability into your Minecraft worlds. We are striving to increase simplicity while maintaining complexity, so everyone can enjoy a realistic mod without having to worry about too much complication. That's what we are working on - today, tomorrow, and in years to come.

Quick Information:

Tracks

Zora no Densha adds a number of different track types.

Find out about these tracks right [here](#).

Train Controls

A list of all default train controls in Zora no Densha can be found [here](#).

You can change the controls inside the mod's configuration menu. It is accessible via Minecraft's title screen.

Blocks and Items

See which Blocks, Fluids, and Items Zora no Densha brings into Minecraft, and view their crafting recipes.

- [Blocks](#)
- [Items](#)
- [Fluids](#)

Custom Models

If you feel creative, you can assemble your own custom trains in the Model Editor. [This tutorial](#) explains how the Model Editor works.

After you finished your model, feel free to upload it to our [train-yard](#).

Note: You need to have an account to be able to upload your creation. Click [here](#) to sign up.

Tutorials

Installation and Configuration

A [guide](#) to help you install and configure Zora no Densha. There is also an explanation of how to change keyboard key bindings.

First Steps with Tracks and Trains

Find out how to build tracks [here](#). Once you have some infrastructure ready, learn how to place trains right [here](#).

Driving Trains

Since it's a bit much to read, we split the tutorial on how to use your trains into three categories:

1. a quick tutorial explaining how to actually [drive trains](#);
2. an extended tutorial explaining some [advanced features](#) of trains;
3. and a short explanation of how trains are [coupled](#) together.

Implementing Custom Vehicle Parts

If you enjoy creating things with the Model Editor or maybe just wish to see your favourite train inside of Minecraft, there's a tutorial on how to [implement custom parts](#).

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