

Super Duper Redstone Door & Trapdoor Traps — for 8-year-olds

I'll show you two fun builds: a secret 2x2 piston door (super duper!) and a simple trapdoor trap that opens when someone steps on a pressure plate or trips a string. Follow each step slowly and try them in Creative mode first so nothing gets lost.

What you need (materials)

- Sticky pistons (x4) — these push and pull blocks
- Blocks for the door (x4) — the blocks that move (pick any you like)
- Building blocks for walls and redstone (many)
- Redstone dust
- Redstone repeaters (a few)
- Buttons or pressure plates
- Trapdoor (for the trap)
- Tripwire hooks and string (optional trigger)
- Dispensers + arrows (optional extra for traps)

Part 1 — Super Duper 2x2 Hidden Piston Door (easy)

This door hides a 2x2 hole and opens when you press a button. It's great for secret bases!

1. **Pick a doorway place.** Make a 2 wide by 2 high gap in a wall where you want your secret door.
2. **Place sticky pistons.**

Behind the two top blocks of the doorway, place 2 sticky pistons facing the doorway. Do the same for the two bottom blocks: two sticky pistons facing the doorway. So you have 4 pistons total that will move the 4 door blocks.

3. **Attach the door blocks.** Put the blocks you want as the door onto the sticky pistons so they sit in the doorway when the pistons are extended.
4. **Make a redstone line.** Behind the pistons, connect redstone dust so the pistons will get power. Because pistons can be a little far, put redstone repeaters where needed to carry the signal and make it longer.

Tip: put a block behind each pair of pistons, run redstone dust on top of those blocks, and use repeaters to make sure both top and bottom pistons get the signal.

5. **Add buttons on both sides.** Put a button on the wall next to the doorway on both sides. Run redstone from each button into the piston wiring so pressing the button will power the pistons for a short time (the door will close or open).
6. **Test it.** Press the button: the pistons should move and the blocks should either fill the doorway (close) or pull back (open) depending on how you wired it. If things don't move, check that the redstone line reaches every piston and that repeaters point the right direction.

Simple diagram (top view, small):

Wall front

```
[ ] [ ] <- doorway blocks when closed  
P P <- sticky pistons (top)  
P P <- sticky pistons (bottom)  
(redstone wiring behind)
```

If you want it to open when you step on a pressure plate instead of a button, put pressure plates in front of the door and connect them to the redstone line. For a secret, use carpet or a hidden button behind a painting!

Part 2 — Trapdoor Trigger Trap (simple pit trap)

This trap opens a trapdoor under someone when they step on a pressure plate or trip a string.

1. **Make the pit:** Dig a hole 3 blocks deep where you want the trap. At the top center put a trapdoor so it looks like normal floor block.
2. **Place the trapdoor:** Put the trapdoor where the floor will be. When it opens it drops the player into the pit.
3. **Make the trigger:** Put a pressure plate on the floor (or string + tripwire hooks across the corridor). Under the pressure plate put redstone dust that leads to the trapdoor's block so it can open it. If wiring goes under floor blocks, you can hide it with slabs or carpet.
4. **Connect redstone:** The redstone dust should give a short pulse to the trapdoor. On Bedrock, you might need a repeater so the signal reaches and opens the trapdoor quickly. Test it by stepping on the plate.
5. **Optional extras:**
 - Put water at the bottom so the fall is safe and funny.
 - Or put a small holding room where the player can't get out until you open a secret door (make sure friends agree!).
 - Add dispensers with arrows or potions for more dangerous traps (only use with friends who say it's okay).

Different triggers you can try

- **Pressure plate:** Opens when someone walks on it — easy!
- **Tripwire:** String across a hallway attached to tripwire hooks — great for corridors.
- **Observer:** Detects block changes (like opening a chest) and can activate your trap — neat for sneaky traps.
- **Button/lever:** Manual control if you want to open the trap yourself.

Bedrock tips

- Redstone works mostly the same in Bedrock, but sometimes timings are different — use repeaters to control timing.
- Observers are very handy because they make quick pulses when something changes.
- Practice in Creative mode to make sure wiring works before you use it in Survival.

Play-safe rules & tips

- Always ask friends if it's okay to trap them — be kind!
- Try these builds in Creative first so you don't lose items by accident.
- Make backups of your world if you build big redstone, just in case.

If you want, I can give you a step-by-step picture-style map (with block-by-block positions) for the 2x2 piston door or for a trap with dispensers. Want that? Tell me which one and I'll make it for you! ☐