

# ATM 10 To The Sky

Guides and tutorials for ATM10:TTS!

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# Introduction | ATM10: To The Sky

## ATM 10 TO THE SKY

[atm10tts.siriusmc.net](http://atm10tts.siriusmc.net)

Version · 2.0.2

All The Mods 10: To The Sky (ATM10:TTS) is a skyblock version of ATM10, featuring 300+ mods and a progression experience far beyond traditional skyblock gameplay. Start from a small island in your own dedicated dimension, then expand, automate, and explore your way through a massive modded tech and magic ecosystem. The ultimate goal is the same as ATM10: craft the ATM Star, this time starting with nothing but a small island in the sky.

### Getting Started



ATM10:TTS can feel overwhelming at first given how different its opening is from a standard Minecraft playthrough. The best starting point is the quest book, found in the top-left corner of your

inventory screen. It walks you through the pack step by step, introduces sieving, automation, and the different mods in a structured way, and rewards you for completing each quest. Following the quest book is the approach we recommend to all new players on SiriusMC.

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If you prefer to explore freely, here are some good starting points depending on your preferred play style:

Play style	Where to Start
Technology	Set up a sieve and auto-sieving system as early as possible to generate resources passively, then move into Mekanism for power and Applied Energistics 2 for storage and autocrafting.
Magic	Begin with Botania or Ars Nouveau once you have a basic resource supply running. Both mods work well in a skyblock environment and don't require large amounts of world exploration to get started.
Building	Focus on expanding your island early and establishing a clean, organised layout. Having space for dedicated automation and storage areas will make later progression significantly easier.
Endgame	Work toward crafting the ATM Star. Completing it from a skyblock starting point is one of the most challenging goals in any ATM pack and is the defining long-term objective of ATM10:TTS.

## Skyblock Progression

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ATM10:TTS reimagines the ATM10 experience as a skyblock pack. Rather than exploring a generated world for resources, you start on a small island and must build your resource supply from the ground up through sieving, automation, and careful progression. The pack goes far beyond traditional skyblock, with hundreds of mods providing deep crafting, automation, and exploration options that open up as your island grows.

## Technology and Magic

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ATM10:TTS includes the same broad range of tech and magic mods as ATM10. Mekanism, Applied Energistics 2, Create, and Thermal Expansion cover the automation and power side, while Botania, Ars Nouveau, and Blood Magic offer deep magic progression. Both paths are fully supported and can be combined for more powerful and efficient setups as your island scales up.

## The ATM Star

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The ATM Star is the endgame goal of ATM10:TTS, just as it is in ATM10. Crafting it from a skyblock starting point is a significantly greater challenge, requiring deep automation and resource generation before the late-game materials become accessible. It is the ultimate long-term goal and gives the entire playthrough direction and purpose.

## Beginner Tips and Tricks

### Vein Miner (Ultimine)

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ATM10:TTS includes the Ultimine mod, commonly referred to as Vein Miner. It allows you to mine multiple blocks of the same type at once, which is useful when breaking down structures or clearing your island. It also supports mining 3x3 areas or long 1x1 tunnels.

### Early Game Flight

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Once a Wandering Trader visits your island, he will be accompanied by two llamas on leads. Take the leads from the llamas and you can craft a balloon on a stick, which grants creative flight within a limited area. This is one of the earliest flight options available in the pack and is very useful for building and expanding your island safely.

### Instant Compacting

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After setting up your auto-sieving system, you can route ore chunks directly through a Sophisticated Storage chest fitted with a compacting upgrade. This gives you a no-power, instant compacting machine that removes the need for a dedicated compactor early in the game.

To install ATM10:TTS and learn more about banned items, scheduled restarts, and dimension resets, visit the [ATM10:TTS Server Card](#).

It is recommended to allocate between 6GB and 8GB of RAM for ATM10:TTS.

SiriusMC bans certain items to protect server performance, the in-game economy, and claimed player bases. Use `/banneditems` in-game to see the full list of banned items on the server, or expand the Banned Items list below.

**Banned Items ?**

Item-based chunk loaders

All tick speed up items

All time/weather manipulation items

Transfer label

Paradox machine

Spawner agitator

Inventory scanner

Explosives

## Ready to Play?

Open Minecraft, select Multiplayer, and add a new server with the address below.

`atm10tts.siriusmc.net`

[Installation guide](#)

[Server rules](#)

[Join Discord](#)