Mode selection:

Medium:

Map size: 1024\*1024

In game event:

0 mins: Gain Haste I and Invisibility for 15 mins.

15 mins: Gain instant health II on kill now.

30 mins: Name tag appear.

50 mins: Border start shrinking.

Gain only instant health I on kill now.

Limited height to 56-88 and close nether.

All mob stop spawning and no longer drop loots.

Players start Glowing.

60 mins: Border stop shrinking, 32\*32\*32 is the final battlefield size.

模式選擇：

標準：

遊戲地圖大小：1024\*1024

遊戲事件：

0分：獲得15分鐘的挖掘加速和隱形。

15分：擊殺給予立即治療二。

30分：名牌出現。

50分：邊界開始收縮。

擊殺現在只給予立即治療一。

限制高度至56-88格，並關閉地獄。

所有生物停止生成，並且不再掉落任何掉落物。

玩家開始發光。

60分：邊界停止收縮，最後決戰空間為32\*32\*32。

Vanilla rule tweaks:

Reward 25 more experience on every vanilla advancement. (Expect for those already have reward.)

Nether wart block can be craft into nether wart.

Different bartering loot table is presented.

Remove quartz, soul sand, nether brick, gravel, blackstone.

Add blaze rod (quantity 1, weight 10).

Different fishing loot table is presented.

Remove name tag, bowl, ink sac, rotten flesh from junk table.

Chance of getting fish from fishing is decreased from 85% to 80%, while treasure is increased from 5% to 10%.

原版內容更動

完成任何原版成就都會給予25經驗值。（除了原先已經會給予經驗的成就）

地獄疙瘩可以由地獄疙瘩塊分解獲得。

以物易物擁有不一樣的戰利品表。

移除獲得石英、靈魂沙、地獄磚、礫石、黑石的機會。

增加烈焰桿（數量一，權重十）。

釣魚擁有不一樣的戰利品表。

移除獲得命名牌、碗、墨囊、腐肉的機會。

釣到魚的機率降低5%，釣到寶藏的機率提升5%。

Advancement:

First blood:

Drew first blood. Reward 100 experience.

Duel of fate:

Vanishing an opponent while using only sword during recent 1 min. (Without axe, crossbow, and bow) Reward 100 experience.

Enemy at the Gates:

Vanish an opponent 50 blocks away. Reward 100 experience.

Lycoris:

Vanishing an opponent without taking any damage during recent 1 min. Reward 150 experience.

Perfectly balance:

To bring the balance of the world, vanish six opponents.

Reward 150 experience.

Death handshake:

Bring death to anyone touched you, vanish three players in a row, with no more than 20 seconds between each vanish.

Reward 200 experience.

成就：

第一滴血：

成為首次擊殺其他玩家的玩家。100點經驗獎勵

命運對決：

在最近一分鐘內只使用劍的情況下擊殺一名玩家。（不使用斧頭、弩或弓）

100點經驗獎勵

大敵當前：

擊殺一名50格外的敵人。100點經驗獎勵

彼岸之境：

在最近一分鐘內不受到傷害的情況下擊殺一名玩家。150點經驗獎勵

完美平衡：

為了帶來世界的平衡，擊殺場上六名玩家。150點經驗獎勵

死亡之握：

為所有接觸過你的人帶來死亡，連續擊殺三名玩家，並且每一次擊殺間隔不超過二十秒。200點經驗獎勵

Class：

What changes player’s play styles, every player start off with different item and various passive or active skills.

[Melee] Suit for those prefers close combat.

[Range] Suit for those prefers range combat.

[Utility] Suit for those prefers take advantages by out farming others.

職業：

給予玩家不同風格的玩法，根據玩法的不同，起始物也會不同。

［近戰］適合喜歡近身肉搏的玩家。

［遠程］適合喜歡遠程輸出的玩家。

［功能］適合喜歡透過獲取更多資源打出優勢的玩家。

[Melee] Swordsman

Start off with Wooden sword\*1

[Passive] Swordsmanship: Deals 2 more damage with sword and 5 less damage with axe.

［近戰］劍士

開場擁有木劍\*1

［被動］純熟劍技：使用劍造成的傷害增加兩點，使用斧頭造成的傷害減少五點。

[Melee/Utility] Lumberjack

Start off with Stone axe\*1

[Passive] Forest looting: Deals 1 more damage with axe and 3 less damage with sword. Gain Luck II permanently.

［近戰/功能］樵夫

開場擁有石斧\*1

［被動］森林掠奪：使用斧頭造成的傷害增加一點，使用劍造成的傷害減少三點。獲得永久的幸運二。

[Melee] Knight

Start off with Shield\*1

[Passive] Knightly body: Gain +2 armor toughness and +1 knockback resistance. Gain Resistance II for 4s upon a successful block.

［近戰］騎士

開場擁有盾牌\*1

［被動］騎士之身：獲得兩點盔甲抗性和一點擊退抗性。在格擋成功後獲得四秒的抗性二。

[Range] Hunter

Start off with Bow\*1, Arrow\*4

[Active] Arrow of moonlight: Enchant the arrow with moonlight in your offhand. (One at a time.) Moonlight arrow travel faster, does not affect by gravity, and deals less damage when fired from crossbow. Disable melee attack and stop ability recharge while holding the moonlight arrow. Recharge time: 3 mins.

［遠程］獵人

開場擁有弓\*1，箭\*4

［主動］月光之箭：附魔副手中的箭。（一次只能附魔一支。）月光之箭速度更快，不受重力影響，且以弩擊發時造成更少傷害。拿著月光之箭的時候無法近戰攻擊，且技能不會冷卻。冷卻：三分鐘。

[Utility] Miner

Start off with Stone pickaxe\*1

[Passive] Ore rush: Gain Haste II permanently.

［功能］礦工

開場擁有石鎬\*1

［被動］礦物狂熱：獲得永久的挖掘加速二。

[Melee/Support] Captain

Start off with Stone sword\*1

[Active] Full assault: All allies within 5 blocks gain resistance III for 12s and speed I for 6s. Cooldown: 1 min.

[Support] Cartographer

Start off with Compass\*1, paper\*24

[Active] Area scout: Mark out all opponents within 50 blocks for 5s. Allies within 5 blocks gain speed II for 14s. Gain 3 experience levels immediately. Require a compass consumed upon used. Cooldown: 3 mins.

[Support] Cleric

Start off with Golden apple\*1

[Active] Prayer: Allies with 5 blocks gain absorption III for 1 min. Gain absorption IV instead if only affected self. Cooldown: 10 mins.

[Support] Medic

Start off with Splash potion of instant heal II \*1

[Active] First aid: Allies with 5 blocks gain instant heal I and regeneration I for 10s. Gain regeneration II instead if only affected self. Cooldown: 5 mins.

[Support/Utility] Witch

Start off with brewing table\*1

[Passive] Witchcraft: Has the ability to craft potion of Regeneration I / Instant health II / Resistance II / Fire resistance with a Ghast tear / Glistering melon slice / Nautilus shell / Magma block and a water bottle. Crafted potion effect last 1 mins / N/A / 2 mins / 5 mins.

[Utility] Fetcher

Start off with Crafting table\*1, Crossbow\*1

[Passive] Arrowhead crafting: Has the ability to craft tipped arrow of Wither I / Poison I / Slowness III / Weakness II with a wither rose / slime ball / snowball / spider eye and an arrow. Crafted tipped arrows effect last 4s / 8s / 4s / 6s.

[Utility] Enchanter

Start off with Enchanting table\*1, book\*6

[Active] Quick enchanting: Enchant an iron sword with

sharpness IV and fire aspect III at the cost of 5 experience levels. Has limited durability. Broken if dropped or have been existed over 1 min. Cooldown: 5 mins.