



**Aethel**  
SMP Properties

**Multiverse Properties**

Property	Seasonal	Isladora	Events
Spawn Chunks Loaded			
Default Game Mode	Survival	Adventure	Adventure
Create Portals			

**Legend**

True	False	Configure On Release
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Game Rule	Seasonal	Isladora	Events
announceAdvancements			
blockExplosionDecay			
commandBlockOutput			
commandModificationBlockLimit	32768	32768	32768
disableElytraMovementCheck			
disableRaids			
doDaylightCycle			
doEntityDrops			
doFireTick			
doInsomnia			
doImmediateRespawn			

doLimitedCrafting			
doMobLoot			
doMobSpawning			
doPatrolSpawning			
doTileDrops			
doTraderSpawning			
doWeatherCycle			
doVinesSpread			
doWardenSpawning			
drowningDamage			
fallDamage			
fireDamage			
forgiveDeadPlayers			
freezeDamage			
globalSoundEvents			
keepInventory			
lavaSourceConversion			
logAdminCommands			
maxCommandChainLength	65536	65536	65536
maxEntityCramming	24	24	24
mobExplosionDropDecay			
mobGriefing			
naturalRegeneration			

playersSleepingPercentage	40	40	40
randomTickSpeed	3	3	3
reducedDebugInfo			
sendCommandFeedback			
showDeathMessages			
snowAccumulationHeight	1	1	1
spawnRadius	0	0	0
spectatorsGenerateChunks			
tntExplosionDropDecay			
universalAnger			
waterSourceConversion			