

Hello there! Welcome to Geoblitz, a unique gamemode with custom world terrain and siegable claims along with a PVP gamemode focused on duels. Duels will come with a replay system and tournaments every other week to bring some challenging rewards into the realm of possibility. In this introduction to the server statement, ill make sure to cover everything to give you a good idea of what to expect.

The server is a PVP oriented server, far different from the structure of factions, but has a few shared concepts. Pvp is the foundation of raiding and to be able to raid, you must have your opponent online (even if they are AFK) to raid, also known as a siege system. Raiding can be started by doing /siege (player) when near their claim while a trust or them is inside the claim. Victory will be determined by you killing them, them logging out, or them running away too far from their claim. Sieging will have an x amount of time cooldown to give enemies a chance, but your friends can call on raids during your cooldown anyways. During a raid, you can mine select blocks like doors but otherwise, that is it, so most likely you want to fortify your territory as much as possible to secure safety. Once you win a raid

you have access to everything in their claim, the ability to break blocks and open chests, and about everything else you can think of. **Do not worry if your opponent never comes online as claims will be set to expire after x amounts of weeks (not decided yet but preferably 2).**

Pvp is base on the 1.9 version of Minecraft java edition. We have added mcmmmo and **most Custom Enchants** (plugins) to give more objectives and incentives inside the gamemode. The server's landscape is almost entirely custom meaning several things. 1 you can find emeralds in any biome at the same rarity and you cant find a gold boost in the mesa biome either, despite it being the mesa biome. 2 there are custom structures instead of your normal Minecraft vanilla structures with their loot tables/ possibilities and traps. I won't list them to keep them a secret but the loot for some structures have been seen to give 1-3 enchanted golden apples which for this type of gamemode isn't the most op to ever exist. 3 this means that different blocks and sizes of structures do exist for the world. For example, there are massive mountains and trees and also stairs that are implemented

throughout the map which will make things look more "natural". Overall there will be drastic modifications to the terrain so be prepared!

**Bounty hunter** (plugin) allows you to set bounties on specific players for the reward of their bounty head which if you are that type of person, can give you bragging rights concerning your huge collections. There is a 10% server tax upon bountying a player meaning bountying a player for 1000 will have a final total of about 900.

You will also be able to get spawners by using a silk touch pickaxe. Upon breaking, there is a small but promising chance of getting the spawner. There will be spawner crates which will allow you to get spawners that you can get from a supply crate envoy. Envoys are events that happen in spawn's warzone in the shape of a dragon egg. When you click them you will be able to get all different types of loot including crate keys, Enjin points, and money. These events happen every hour and you can check the remaining time until one by waiting until reminders in chat pop up, or by doing /envoy.

There will be 2 things to help with locating claims and players wherever they may be. 1, there will be a command called `/locator` which allows you to locate players in a 2k by 2k radius. This will only work for online players and is quite a useful command when base hunting. 2, sticks can be used to locate claims in your set render distance. Not as reliable as `/locator`, this still allows you to find bases, even if the owners are offline.

The border of the world is 60k by 60k, offering tons of places to hide, structures to loot and raid, and biomes to explore. Do not get this confused however with the distance between the border and spawn. The max coordinates will be 30k, although this is not the world size because the world goes from 30k to -30k, concluding that the border being 60k blocks by 60k.

Currently, there is an auction house where you can sell and buy products with other players to get the resources you need. Beware, there is a limit to how much you can sell but it shouldn't be an issue in the long run.

Mods and above will be responsible for providing moderation for the server, not the anticheat. The anticheat is to simply notify staff that there are cheaters on the network and is not a long-run fix to hacking. Mods and above will have 4 systems to identify hackers. Through our replay system, anticheat log data, player reports using /report, and player reports on the discord. Through this, we can identify cheaters and give them the appropriate punishment.

The end will be released When the **server is released** and will be accessed through normal vanilla portals in strongholds, so be ready to speed run. There will only be 1 dragon egg, so do not complain if it is blown up.

Hacking can be defined as using built-in mechanics that are not vanilla and give unfair advantages that normal vanilla users do not have access too. This includes outside programs like macros, mods, and custom clients that are not validated. Each hack has its distinct punishment, but all will lead to an appealable permanent ban if you get banned again (twice) for the

same hack.

### **Allowed clients for Geoblitz:**

- **Optifine**
- **LabyMod**
- **Badlion (replay mod is bannable)**

With all of that being said, I hope you enjoy this custom gamemode and hope that you find your own unique experience when playing. If you have any suggestions or questions, feel free to leave it in the appropriate channel in the discord!