

**SandFall**

SandFall is a fun multi-player mini game in which players are placed into a pre-made pit. When the countdown hits 0 and the game begins, players ignite the wood roof above them, waiting for the wood to give way. When it does, the sand on top of the wood falls down and will crush anyone it hits. If you don't die from being crushed, you'll die from suffocating in the sand. The last man standing wins.

Gameplay

Arena

- SandFall supports multiple arenas, which is large pit with walls of your choosing, a wood roof with a lot of sand above that. Players ignite the wood with a given fire, and after it burns the sand falls down and will kill whoever it lands on
- Join signs automatically update with game stats, such as how many players are alive and dead

Playing

- When a user enters the game, they are placed into the arena. The clock counts down, during which other players may enter the arena, and when it hits zero - the game begins.
- Each player is given a configurable amount of fire to ignite the wood roof above them
- The object of the game is to survive longer than anyone else, and avoid being crushed or suffocated by the sand
- An in-game scoreboard tells you how much longer until the game starts, and during the game how many players are alive & dead
- While in game, players are unable to break the walls, floor or ceiling of the arena. They must use the fire to burn the ceiling
- When players are waiting for the game to begin, they are unable to interact with or break any blocks in the arena

Plugin

Setup, Config & Commands

- Arena Setup Guide
- Sign Setup Guide
- Configuration
- Permissions
- User Commands
- Admin Commands
- How SandFall Works

Dependencies

- SandFall requires ProtocolLib in order to function properly

Stats & Updates

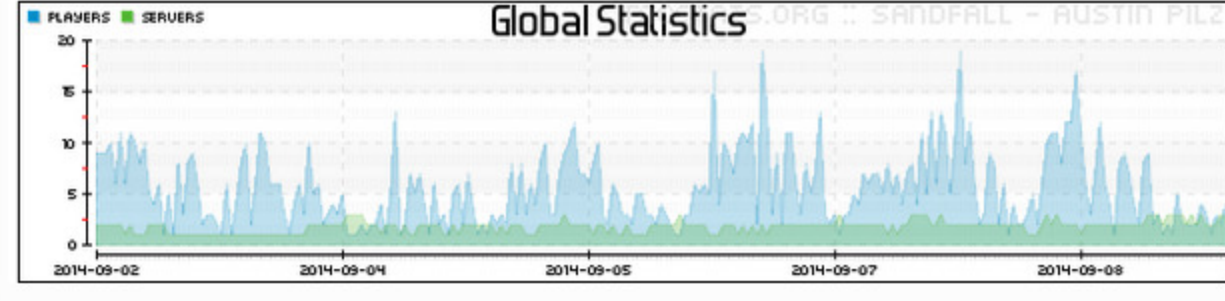
- SandFall implements a update checker to automatically check Bukkit for SandFall updates. [More Information](#)
- SandFall implements metric reporting to report information about plugin usage to mcstats.org [More Information](#)
- SandFall notifies you if a SandFall developer joins your server. You can easily disable this in global.yml

Featured Servers

- PilzBros - Developer & Creator [play.pilzbros.com](#)

Development Updates

- For updates, or just to say hi, follow me on [Twitter](#).



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- natratvm**  
May 1, 2014 at 23:39 - 0 likes

@Sapounofouskas: ♦

use multiverse and make a different world for the minigame arenas and have a few and then make sure that you have /gamerule doFireTick true or make sure a plugin will let it and if you even need to use plugins per world
- austinpilz**  
Mar 30, 2014 at 11:41 - 0 likes

@Chester2000: ♦

Then they will be sitting in a pit for as long as they want to lol

- Austin Pilz

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- Chester2000**  
Mar 29, 2014 at 07:45 - 0 likes

what if players will dont ingnite the roof?
- CraftMastaaaa**  
Mar 16, 2014 at 15:15 - 0 likes

@Sapounofouskas: ♦

Do you have WorldGuard installed? You may want to look in the config file for that, and look in the EssentialsProtect part of the Essentials config if you have that installed. Those are the two main culprits ☹

Glad you like my Schematic too ☺

-Craft-

Last edited Mar 16, 2014 by CraftMastaaaa
- Sapounofouskas**  
Mar 15, 2014 at 16:46 - 0 likes

Nice mini-game but i need help to enable fire in my server!! ANY SOLUTION?? i downloaded the schematic :)) worked perfectly and setup done!! i ONLY NEED TO ENABLE FIRE!! HELP!!

I'm Making Plugin Tutorials!! Contact me if you want a video about your plugin!!
- austinpilz**  
Mar 15, 2014 at 15:30 - 0 likes

@ZealBG: ♦

I thought about that originally, but it's no fun. The point of the game is to have players kill one another off. Like many other servers, try using a world guard zone to allow fire only in that area!
- ZealBG**  
Mar 15, 2014 at 14:58 - 0 likes

Why you not do more automatic, cuz i forbid fire and players can't play. Something like automaticly remove the wood
- CraftMastaaaa**  
Mar 10, 2014 at 14:46 - 0 likes

@omon23: ♦

Yeah i can't duplicate dude xD i'd suggest protecting your arena with WorldGuard perhaps? But making sure players can still place fire.

(Though Austin's comment is still completely valid and i'd do that first)

-Craft-
- austinpilz**  
Mar 9, 2014 at 18:29 - 0 likes

@omon23: ♦

Hmm. There's nothing in the coding that enables these explosions you're talking about. Check some of your other plugins and see if you have something enabled elsewhere. I assure you, SandFall is not programmed to cause any kind of explosion lol It may be your server fire settings
- austinpilz**  
Mar 9, 2014 at 18:28 - 0 likes

@gyrados46: ♦

Unfortunately i can't support versions backwards. I'll only be able to make new versions for 1.7.4 and up. I'm sorry about that

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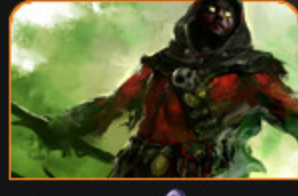
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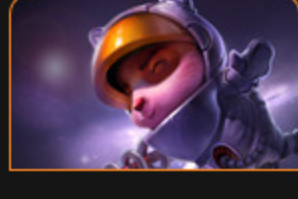


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