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SandFall 2.2

An original game where players must avoid falling flaming sand to be the last one standing!

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- Overview
- Updates (7)
- Reviews (2)
- Version History
- Discussion

2.2

- Changed arena setup to use command to detect line of sight rather than using selection tool, due to 1.12 firing two PlayerInteractEvents from a single block click.
 - Use the command **/sfa here** to select the block in your cross hairs as the arena selection block.
- Improved the game status check during gameplay.
- Bug where plugin boot time was being reported as negative somehow.
- Added setting in the global.yml file that will allow server owners to...

AustinPilz, Jun 15, 2017

... Read More

SandFall 2.1.1

Added

- Updated for 1.10
- Automatic Spigot update checker. SandFall will automatically check for updates on server startup.
- Little bug fixes for better stability and IO performance

SandFall documentation has been moved to the [SandFall Wiki](#)

AustinPilz, Aug 12, 2016

2.1 - Time Limit

SandFall 2.1

- Adds game duration limit
 - You can configure the max game time in the config.yml file. If the game reaches the end of the limit, all of the sand will fall and kill whatever players remain in the arena. The countdown will not be displayed until the last 15 seconds

AustinPilz, Jan 15, 2016

2.0 - Update Issue

SandFall 2.0

- Fixed error on 1.9.1 boot up because plugin version wasn't agreeing with the built in update checker. Everything works well now!

AustinPilz, Jan 11, 2016

1.9.1 - Command Update

SandFall 1.9.1

- Updated arena creation process to make it more straightforward
- Improved arena selection commands, arenas can now be referred by name in any case rather than strictly lower case
- Added demonstration video and setup video to main Spigot page!
- Added SandFall arena schematic to main Spigot page!

AustinPilz, Jan 9, 2016

1.9 - Player Update

SandFall 1.9

- Improvements in stability
- Removes the ability for players to kill one another with flint in steel - all deaths now occur only from falling sand

AustinPilz, Nov 29, 2015

1.9 - Player Damage Addressed

SandFall 1.9

- Update that prevents players from hitting and killing one another with their flint and steel, both before and during the game.

AustinPilz, Nov 23, 2015

SPONSORS



INFORMATION

Author:	AustinPilz
Total Downloads:	809
First Release:	Nov 23, 2015
Last Update:	Jun 15, 2017
Category:	Fun
All-Time Rating:	★★★★★ 2 ratings

Find more info at [github.com...](#)

VERSION 2.2

Released:	Jun 15, 2017
Downloads:	197
Version Rating:	★★★★★ 1 rating

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Replies: 12, Latest: Jun 15, 2017

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