# TUSBAnalysis

## メインクロック開始時リセットするもの

- 位置(-1920,4,-192)

## コマンド群

| No. | コマンド | コメント | 状態 |
|---|---|---|---|
| 1 | /scoreboard players reset @a[score_MPConsumption_min=0] MPConsumption | | |
| 2 | /scoreboard players reset @a[score_ActivatedSkill_min=0] ActivatedSkill | | 条件付き |
| 3 | /scoreboard players tag @a[tag=Sneaking] remove Sneaking | | 条件付き |
| 4 | /execute @a[team=,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 8 -192 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###初回ログイン時 | **初回ログイン時最低限の初期設定 team=** | |
| 5 | /execute @a[score_LeaveGame_min=1,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 9 -192 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###ログイン時 | **ログイン時 LeaveGame ≧ 1** | |
| 6 | /execute @a[score_PickupPaper_min=1] ~ ~ ~ /scoreboard players operation @a[c=1] TradedVillager >< @a[c=1] PickupPaper | **職業申請処理他 JobChangeタグ TradedVillager PickupPaper** | |
| 7 | scoreboard players reset @a[score_TradedVillager_min=1] TradedVillager | | |
| 8 | /clone -1920 10 ~ -1920 10 ~ -1920 10 ~ filtered force minecraft:command_block 5 ###ジョブチェンジ | | 条件付き |
| 9 | /execute @a[tag=ShowStatus] ~ ~ ~ /scoreboard players operation @a[c=1] SaveJob = @a[c=1] Job | **セーブ・ロード・表示 SaveJobスコア LoadJobスコア ShowStatusタグ** | |
| 10 | /execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] SaveJob = @a[c=1] Job | | |

| No. | コマンド | コメント | 状態 |
|---|---|---|---|
| 11 | /execute @a[score_SaveJob_min=0,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 11 -192 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###セーブ | | |
| 12 | /execute @a[score_LoadJob_min=0,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 12 -192 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###ロード | | |
| 13 | /execute @a[tag=ShowStatus,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 14 -192 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###ステータス表示 | | |
| 14 | /execute @a[tag=ShowConquest,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 18 -192 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###攻略率表示 | **エリア攻略表示タグ ShowConquest** | |
| 15 | /scoreboard players tag @a[-1755,98,-153,dx=32,dy=9,dz=32] add WarpByJob | **初期ゲートやブラジルからの職業有無によるTP処理 WarpByJob タグ** | |
| 16 | /clone -1920 15 ~ -1920 15 ~ -1920 15 ~ filtered force minecraft:command_block 5 ###ジョブ別ワープ処理 | | 条件付き |
| 17 | /execute @a[score_HP=0,score_Hunger=-1] ~ ~ ~ /scoreboard players operation @a[c=1] Hunger = @a[c=1] Food | **リスポ満腹度維持処理** | |
| 18 | /clone -1920 16 ~ -1920 16 ~ -1920 16 ~ filtered force minecraft:command_block 5 ###keepInventoryチェック | | 条件付き |
| 19 | /execute @a[score_HP_min=1,score_Hunger_min=0,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 17 -192 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###満腹度修正 | | |
| 20 | /scoreboard players set @a[score_HP_min=1] GotExpFlag -1 {Inventory:[{id:"minecraft:nether_star"}]} | **経験値取得処理** | ガラスあり |
| 21 | /clone -1920 8 ~1 -1920 8 ~1 -1920 8 ~1 filtered force minecraft:command_block 5 ###経験値取得 | | 条件付き |
| 22 | /execute @a[score_ExpToLevel=0,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 9 -191 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###レベルアップ | **レベルアップ処理** | |

| No. | コマンド | コメント | 状態 |
|---|---|---|---|
| 23 | /execute @a[score_RefreshHPMax_min=1,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 16 -191 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###最大HP設定 | **最大HP調整処理** | |
| 24 | /execute @a[score_CoolTickCounter_min=1,score_MPMaxFlag=0,score_ManaRefresh_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] MP += @a[c=1] MPIncrement | **マナリフレッシュ MP回復 ManaRefresh** | |
| 25 | /execute @a[score_CoolTickCounter_min=1,score_MPMaxFlag=0] ~ ~ ~ /scoreboard players operation @a[c=1] MP += @a[c=1] MPIncrement | **MP自然回復 CoolTickCounter MP/MPMaxFlag** | |
| 26 | /execute @a[score_CoolTickCounter_min=1,score_MPMaxFlag=0] ~ ~ ~ /scoreboard players operation @a[c=1] MP -= @a[c=1] MPMax | | 条件付き |
| 27 | /execute @a[score_CoolTickCounter_min=1,score_MPMaxFlag=0,score_MP_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] MP = @a[c=1] MPMax | | 条件付き |
| 28 | /scoreboard players set @a[score_CoolTickCounter_min=1,score_MPMaxFlag=0,score_MP_min=0] MPMaxFlag 1 | | 条件付き |
| 29 | /execute @a[score_CoolTickCounter_min=1,score_MPMaxFlag=0] ~ ~ ~ /scoreboard players operation @a[c=1] MP += @a[c=1] MPMax | | |
| 30 | /execute @a[score_CoolTickCounter_min=1,score_MPMaxFlag=0] ~ ~ ~ /scoreboard players operation @a[c=1] CoolTickCounter = @a[c=1] CoolTickSpan | | 条件付き |
| 31 | /execute @a[score_UseEnderEye_min=1,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 17 -191 /clone ~ ~ ~ ~ ~1 ~ ~ ~ ~ filtered force minecraft:command_block 5 ###島攻略 | **島攻略処理 村人追加スキップ防止のため一人ずつ処理 UseEnderEye ≧ 1** | |
| 32 | /scoreboard players tag @a[score_UseChorus_min=1] add Pray | **コーラスフルーツ** | |
| 33 | /tp @a[-2827,57,-410,dx=9,dy=123,dz=9,score_UseChorus_min=1] -2811 75 -396 -53 0 | | 条件付き |

| No. | コマンド | コメント | 状態 |
|---|---|---|---|
| 34 | /execute @a[score_UseChorus_min=1] ~ ~ ~ /summon Endermite ~ ~ ~ {CustomName:"コーラスマイト",Health:200f,Lifetime:1900,Attributes: [{Name:"generic.maxHealth",Base:200d}, {Name:"generic.movementSpeed",Base:0.3d}, {Name:"generic.attackDamage",Base:1d}, {Name:"generic.knockbackResistance",Base:0.3d}, {Name:"generic.followRange",Base:32d}],HandItems:[{tag:{ench: [{id:19s,lvl:20s}]},id:"minecraft:iron_sword",Count:0b,Damage:0s},{}]} | | |
| 35 | /scoreboard players reset @a[score_UseChorus_min=1] UseChorus | | 条件付き |
| 36 | /effect @a[score_Deaths_min=1,score_HP_min=1] clear | 緩衝付き死亡修正 | |

## 詳細

1. MPConsumptionが0以上のプレイヤーのMPConsumptionを0とし、ActivatedSkillが0以上のプレイヤーの ActivatedSkillを0とする。そしてSneakingを削除
2. チームに属していないプレイヤー(team=)を一人選択し、CommonGMから(~,8,-192)にある**初回ログイン時処理**を実行
3. LeaveGameが1以上のプレイヤーを一人選択し、CommonGMから(~,9,-192)にある**ログイン時処理**を実行
4. PickerPaperが1以上のプレイヤーのTradedVillagerとPickerPaperの値を入れ替える
5. TradedVillagerが1以上のプレイヤーのTradedVillagerを0にし、(-1920,10,-192)にある**ジョブチェンジ先判定**を実行
6. ShowStatusを持っているプレイヤーを一人選択し、SaveJobにJobを代入する
7. LoadJobが0以上であるプレイヤーを一人選択し、SaveJobにJobを代入する
8. SaveJobが0以上であるプレイヤーを一人選択し、(-1920,11,-192)にある**ジョブセーブ**を実行
9. LoadJobが0以上であるプレイヤーを一人選択し、(-1920,12,-192)にある**ジョブロード**を実行
10. ShowStatusのプレイヤーを一人選択し、(-1920,14,-192)にある**ステータス表示**を実行
11. ShowConquestのプレイヤーを一人選択し、(-1920,18,-192)にある**攻略率表示?**を実行
12. (-1755,98,-153)からdx=32,dy=9,dz=32(ブラジル行きの穴)にいるプレイヤーにWarpByJobを付与し、(-1920,15,-192)にある**ワープ処理_ジョブ島/通常世界**を実行
13. HPが0以下,Hungerが-1以下であるプレイヤーを一人選択し、HungerにFoodを代入し、(-1920,16,-192)にある**KeepInventory確認**を実行
14. HPが1以上,Hungerが0以上であるプレイヤーを一人選択し、CommonGMから(~,17,-192)にある**満腹度修正**を実行
15. HPが1以上かつインベントリにネザースターのあるプレイヤーのGotExpFlagを-1にし、(-1920,8,-191)にある**経験値取得処理**を実行
16. ExpToLevelが0以下であるプレイヤーを一人選択し、CommonGMから(~,9,-191)にある**レベルアップ処理**を実行
17. RefreshHPMaxが1以上であるプレイヤーを一人選択し、CommonGMから(~,16,-191)にある**最大HP調整処理**を実行
18. CoolTickCounterが1以上,MPMaxFlagが0以下,ManaRefreshが0以上であるプレイヤーを一人選択し、MPにMPIncrementを足し合わせる

19. `CoolTickCounter`が1以上,`MPMaxFlag`が0以下であるプレイヤーを一人選択し、`MP`に`MPIncrement`を足し合わせ、`MP`から`MPMax`を引く。そして、`CoolTickCounter`が1以上,`MPMaxFlag`が0以下,`MP`が0以上であるプレイヤーを一人選択し、`MP`に`MPMax`を代入し、`score_CoolTickCounter_min=1`,`score_MPMaxFlag=0`,`score_MP_min=0`であるプレイヤーの`MPMaxFlag`を1にする

20. `CoolTickCounter`が1以上,`MPMaxFlag`が0以下であるプレイヤーを一人選択し、`MP`に`MPMax`を足し合わせ、`CoolTickCounter`が1以上,`MPMaxFlag`が0以下であるプレイヤーを一人選択し、`CoolTickCounter`に`CoolTickSpan`を代入する

21. `UseEnderEye`が1以上であるプレイヤーを一人選択し、CommonGMから(~,17,-191)と(~,18,-191)にある**島攻略処理**と**島攻略処理_その2?**をそれぞれ実行

22. `UseChorus`が1以上であるプレイヤーに`Pray`を追加。(-2827,57,-410)から(dx=9,dy=123,dz=9)(タワーバンク内)にいてかつ`Use_Chorus`が1以上であるプレイヤーを(-2811,75,-396,-53,0)(タワーバンク入口)に移動させる

23. `UseChorus`が1以上であるプレイヤーのところにコーラスマイトを出現させ、`UseChorus`が1以上であるプレイヤーの`UseChorus`を0にする

24. `Deaths`が1以上,`HP`が1以上であるプレイヤーのエフェクトをすべて消去する

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## 初回ログイン時処理

- 位置(-1920,8,-192)
- 初回ログイン時にスコアやタグ、チーム分けそして乱数の設定を行う

### コマンド群

| No. | コマンド |
| --- | --- |
| 1 | /scoreboard players add @a[team=] USBDimension 0 |
| 2 | /scoreboard players set @a[team=,tag=!Resolved] Job 0 |
| 3 | /scoreboard players set @a[team=] Hunger -1 |
| 4 | /scoreboard players set @a[team=,tag=!Resolved] HP 20 |
| 5 | /scoreboard players set @a[team=,tag=!Resolved] Food 20 |
| 6 | /scoreboard players set @a[team=,tag=!Resolved] MPMax 100 |
| 7 | /scoreboard players set @a[team=,tag=!Resolved] ModeState 0 |
| 8 | /scoreboard players set @a[team=,tag=!Resolved] KnightLevel 0 |
| 9 | /scoreboard players set @a[team=,tag=!Resolved] NinjaLevel 0 |
| 10 | /scoreboard players set @a[team=,tag=!Resolved] ArcherLevel 0 |
| 11 | /scoreboard players set @a[team=,tag=!Resolved] WhiteMageLevel 0 |
| 12 | /scoreboard players set @a[team=,tag=!Resolved] BlackMageLevel 0 |
| 13 | /scoreboard players set @a[team=,tag=!Resolved] SummonerLevel 0 |
| 14 | /scoreboard players set @a[team=,tag=!Resolved] KnightToLevel 0 |
| 15 | /scoreboard players set @a[team=,tag=!Resolved] NinjaToLevel 0 |
| 16 | /scoreboard players set @a[team=,tag=!Resolved] ArcherToLevel 0 |

| No. | コマンド |
|---|---|
| 17 | /scoreboard players set @a[team=,tag=!Resolved] WhiteMageToLevel 0 |
| 18 | /scoreboard players set @a[team=,tag=!Resolved] BlackMageToLevel 0 |
| 19 | /scoreboard players set @a[team=,tag=!Resolved] SummonerToLevel 0 |
| 20 | /scoreboard players set @a[team=] LeaveGame 1 |
| 21 | /time query gametime |
| 22 | /scoreboard players operation @a[team=,tag=!Resolved] RndMWC = #GameTime Global |
| 23 | /scoreboard players operation @a[team=,tag=!Resolved] RndMWCCarry = #GameTime Global |
| 24 | /scoreboard players operation @a[team=,tag=!Resolved] RndMWC %= #MWCBase Const |
| 25 | /scoreboard players operation @a[team=,tag=!Resolved] RndMWCCarry /= #MWCBase Const |
| 26 | /scoreboard players tag @a[team=,tag=!Resolved] add TrialSet |
| 27 | /scoreboard players tag @a[team=,tag=!Resolved] add ISFUnreached |
| 28 | /scoreboard players set @a[team=,tag=!Resolved] EventRank -1 |
| 29 | /scoreboard players set @a[team=,tag=!Resolved] PersonalLocker 0 |
| 30 | /effect @a[team=,tag=!Resolved] minecraft:absorption 1 0 true |
| 31 | /scoreboard teams join FriendlyTeam @a[team=] |

## 詳細

1. team=であるプレイヤーのUSBDimensionを0、Hungerを-1、LeaveGameを1にする
2. team=かつResolvedを持っていないプレイヤーのスコアをそれぞれHP=20、Food=20、MPMax=100、ModeState=0、KnightLevel=0、NinjaLevel=0、ArcherLevel=0、WhiteMageLevel=0、BlackMageLevel=0、SummonerLevel=0、KnightToLevel=0、NinjaToLevel=0、ArcherToLevel=0、WhiteMageToLevel=0、BlackMageToLevel=0、SummonerToLevel=0に設定する
3. ワールドが作られてからの時間を表示
4. team=かつResolvedを持っていないプレイヤーのRndMWCとRndMWCCarryにそれぞれ#GameTimeのGlobalを代入
5. team=かつResolvedを持っていないプレイヤーのRndMWCに#MWCBaseのConstとの剰余を代入
6. team=かつResolvedを持っていないプレイヤーのRndMWCCarryに#MWCBaseのConstとの商を代入
7. team=かつResolvedを持っていないプレイヤーにTrialSetとISFUnreachedを付与
8. team=かつResolvedを持っていないプレイヤーのスコアをそれぞれeventRank=-1、PersonalLocker=0に設定する
9. team=かつResolvedを持っていないプレイヤーに衝撃吸収Lv.0を1秒間付与
10. team=であるプレイヤーをFriendlyTeamに追加

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# ログイン時処理

- 位置(-1920,9,-192)
- 通常ログイン時の処理

## コマンド群

| No. | コマンド | 状態 |
|---|---|---|
| 1 | /difficulty hard | |
| 2 | /scoreboard players tag @a[score_LeaveGame_min=1,tag=Resolved,score_Job=2147483647] remove Resolved | |
| 3 | /execute @a[score_LeaveGame_min=1,tag=Resolved,c=1] ~ ~ ~ /tellraw @a [{"text":"[INFO]\n プレイヤー名の変更を検知しました。ステータスが引き継がれていません。\n以下のページを参考にワールドデータのスコアボードファイルを修正してください。\n"}, {"text":"http://ch.nicovideo.jp/akaishi_ai/blomaga/ar970627\n","clickEvent": {"action":"open_url","value":"http://ch.nicovideo.jp/akaishi_ai/blomaga/ar970627"}},{"translate":"修正が必要なプレイヤー：","with":[{"selector":"@a[score_LeaveGame_min=1,tag=Resolved]"}]}] | |
| 4 | /scoreboard players reset @a[score_LeaveGame_min=1,tag=Resolved] LeaveGame | 条件付き |
| 5 | /scoreboard players tag @a[score_LeaveGame_min=1] add Resolved | |
| 6 | /scoreboard players add @a[score_LeaveGame_min=1] MP 0 | |
| 7 | /scoreboard players set @a[score_LeaveGame_min=1,score_MP=0,score_MPMaxFlag_min=1] MPMaxFlag 0 | |
| 8 | /scoreboard players reset @a[score_LeaveGame_min=1,score_MP=0] CoolTickCounter | 条件付き |
| 9 | /scoreboard players tag @a[score_LeaveGame_min=1] add ShowVote | |
| 10 | /scoreboard players set @a[score_LeaveGame_min=1,score_Job_min=1] ShowSkillSlot 4 | |
| 11 | /scoreboard players tag @a[score_LeaveGame_min=1] add Pray | |
| 12 | /scoreboard players reset @a[score_LeaveGame_min=1] LeaveGame | |
| 13 | /clone -1920 17 -200 -1920 17 -200 -1920 17 -200 filtered force minecraft:command_block 5 ###難易度調整 | |

詳細

1. 難易度をhardに設定
2. LeaveGameが1以上,Jobが2147483647以下かつResolvedであるプレイヤーのResolvedを削除
3. LeaveGameが1以上かつResolvedであるプレイヤーにプレイヤー名変更時の通知を出し、LeaveGameを削除
4. LeaveGameが1以上であるプレイヤーにResolvedを付与
5. LeaveGameが1以上であるプレイヤーのMPを0に設定
6. LeaveGameが1以上,MPが0以下,MPMaxFlagが1以上であるプレイヤーのMPMaxFlagを0に設定
7. LeaveGameが1以上,MPが0以下であるプレイヤーのCoolTickCounterを0に設定
8. LeaveGameが1以上であるプレイヤーにShowVoteを付与
9. LeaveGameが1以上,Jobが1以上であるプレイヤーのShowSkillSlotを4に設定
10. LeaveGameが1以上であるプレイヤーにPrayを付与
11. LeaveGameが1以上であるプレイヤーのLeaveGameを0に設定

12. (-1920,17,-200)にある**難易度調整**を起動

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# ジョブチェンジ先判定

- 位置(-1920,10,-192)
- 職業変更許可書や釣りチケなどの処理

## コマンド群

| No. | コマンド | 状態 |
| --- | --- | --- |
| 1 | /clear @a[score_Job_min=1] minecraft:paper 0 -1 {display:{Name:"§r§lジョブ変更申請書"},初回:true} | |
| 2 | /scoreboard players set @a ItemCount -1 | |
| 3 | /clear @a minecraft:paper -1 1 {display:{Lore:["§r§nUSB職業安定所発行"],Name:"§r§l剣士変更許可証"}} | |
| 4 | /scoreboard players set @a[score_ItemCount_min=1] LoadJob 1 | 条件付き |
| 5 | /scoreboard players set @a ItemCount -1 | |
| 6 | /clear @a minecraft:paper -1 1 {display:{Lore:["§r§nUSB職業安定所発行"],Name:"§r§l忍者変更許可証"}} | |
| 7 | /scoreboard players set @a[score_ItemCount_min=1] LoadJob 2 | 条件付き |
| 8 | /scoreboard players set @a ItemCount -1 | |
| 9 | /clear @a minecraft:paper -1 1 {display:{Lore:["§r§nUSB職業安定所発行"],Name:"§r§l狩人変更許可証"}} | |
| 10 | /scoreboard players set @a[score_ItemCount_min=1] LoadJob 3 | 条件付き |
| 11 | /scoreboard players set @a ItemCount -1 | |
| 12 | /clear @a minecraft:paper -1 1 {display:{Lore:["§r§nUSB職業安定所発行"],Name:"§r§l白魔導士変更許可証"}} | |
| 13 | /scoreboard players set @a[score_ItemCount_min=1] LoadJob 4 | 条件付き |
| 14 | /scoreboard players set @a ItemCount -1 | |
| 15 | /clear @a minecraft:paper -1 1 {display:{Lore:["§r§nUSB職業安定所発行"],Name:"§r§l黒魔導士変更許可証"}} | |
| 16 | /scoreboard players set @a[score_ItemCount_min=1] LoadJob 5 | 条件付き |
| 17 | /scoreboard players set @a ItemCount -1 | |
| 18 | /clear @a minecraft:paper -1 1 {display:{Lore:["§r§nUSB職業安定所発行"],Name:"§r§l召喚士変更許可証"}} | |

| No. | コマンド | 状態 |
|---|---|---|
| 19 | /scoreboard players set @a[score_ItemCount_min=1] LoadJob 6 | 条件付き |
| 20 | /scoreboard players set @a ItemCount -1 | |
| 21 | /clear @a minecraft:paper -1 -1 {display:{Lore:["§r§n釣り堀-海幸彦-"],Name:"§r§l釣りチケ3分"}} | |
| 22 | /effect @a[score_ItemCount_min=1] minecraft:unluck 180 20 | 条件付き |
| 23 | /tellraw @a[score_ItemCount_min=1] {"text":"今なら変わったものが釣れそうだ！","color":"green"} | 条件付き |

詳細

1. Jobが1以上であるプレイヤーからジョブ変更申請書や各職業の変更許可書を削除し、職業変更許可書の場合はプレイヤーのLoadJobを各職業ごとに設定
2. プレイヤーのItemCountを-1に設定
3. プレイヤーから釣りチケ3分を削除し、ItemCountが1以上であるプレイヤーに不幸Lv.20を180秒間とテキストを表示

## ジョブセーブ

- 位置(-1920,11,-192)
- (Job)Levelや(Job)ToLevelの保存

### コマンド群

| No. | コマンド |
|---|---|
| 1 | /execute @a[score_SaveJob_min=1,score_SaveJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] KnightLevel = @a[c=1] Level |
| 2 | /execute @a[score_SaveJob_min=1,score_SaveJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] KnightToLevel = @a[c=1] ExpToLevel |
| 3 | /execute @a[score_SaveJob_min=2,score_SaveJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] NinjaLevel = @a[c=1] Level |
| 4 | /execute @a[score_SaveJob_min=2,score_SaveJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] NinjaToLevel = @a[c=1] ExpToLevel |
| 5 | /execute @a[score_SaveJob_min=3,score_SaveJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] ArcherLevel = @a[c=1] Level |
| 6 | /execute @a[score_SaveJob_min=3,score_SaveJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] ArcherToLevel = @a[c=1] ExpToLevel |
| 7 | /execute @a[score_SaveJob_min=4,score_SaveJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] WhiteMageLevel = @a[c=1] Level |
| 8 | /execute @a[score_SaveJob_min=4,score_SaveJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] WhiteMageToLevel = @a[c=1] ExpToLevel |

| No. | コマンド |
|-----|---------|
| 9 | /execute @a[score_SaveJob_min=5,score_SaveJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] BlackMageLevel = @a[c=1] Level |
| 10 | /execute @a[score_SaveJob_min=5,score_SaveJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] BlackMageToLevel = @a[c=1] ExpToLevel |
| 11 | /execute @a[score_SaveJob_min=6,score_SaveJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] SummonerLevel = @a[c=1] Level |
| 12 | /execute @a[score_SaveJob_min=6,score_SaveJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] SummonerToLevel = @a[c=1] ExpToLevel |
| 13 | /scoreboard players reset @a[score_SaveJob_min=0] SaveJob |

### 詳細

1. SaveJobがそれぞれの職業のものと等しいプレイヤーの(Job)LevelにLevelを、(Job)ToLevelにExpToLevelをそれぞれ代入
2. SaveJobが0以上のプレイヤーのSaveJobを0に設定

## ジョブロード

- 位置(-1920,12,-192)
- 現在ロードしている職業のスコアへの代入

### コマンド群

| No. | コマンド | 状態 |
|-----|---------|------|
| 1 | /execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] KnightLevel | |
| 2 | /execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] KnightToLevel | 条件付き |
| 3 | /execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /playsound block.anvil.use master @a[r=16] ~ ~ ~ 1 0.78 0 | 条件付き |
| 4 | /execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /particle happyVillager ~ ~1 ~ 1 1 1 0 200 force | 条件付き |
| 5 | /execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] NinjaLevel | |
| 6 | /execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] NinjaToLevel | 条件付き |
| 7 | /execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /playsound entity.firework.large_blast_far master @a[r=16] ~ ~ ~ 1 0.7 0 | 条件付き |
| 8 | /execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /particle explode ~ ~1 ~ 1 1 1 0.1 200 force | 条件付き |

| No. | コマンド | 状態 |
|---|---|---|
| 9 | /execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] ArcherLevel | |
| 10 | /execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] ArcherToLevel | 条件付き |
| 11 | /execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /playsound entity.arrow.hit master @a[r=16] ~ ~ ~ 1 0.7 0 | 条件付き |
| 12 | /execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /particle crit ~ ~1 ~ 1 1 1 200 force | 条件付き |
| 13 | /execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] WhiteMageLevel | |
| 14 | /execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] WhiteMageToLevel | 条件付き |
| 15 | /execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /playsound entity.experience_orb.pickup master @a[r=16] ~ ~ ~ 1 1.08 0 | 条件付き |
| 16 | /execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /particle fireworksSpark ~ ~1 ~ 1 1 1 0.1 200 force | 条件付き |
| 17 | /execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] BlackMageLevel | |
| 18 | /execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] BlackMageToLevel | 条件付き |
| 19 | /execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /playsound entity.blaze.shoot master @a[r=16] ~ ~ ~ 1 0.65 0 | 条件付き |
| 20 | /execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /particle witchMagic ~ ~1 ~ 0.5 1 0.5 0.1 200 force | 条件付き |
| 21 | /execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] SummonerLevel | |
| 22 | /execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] SummonerToLevel | 条件付き |
| 23 | /execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] SummonerToLevel | 条件付き |
| 24 | /execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /particle enchantmenttable ~ ~1.5 ~ 0.1 0.6 0.1 4 300 force | 条件付き |
| 25 | /execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] NextExp = @a[c=1] Level | |
| 26 | /scoreboard players operation @a[score_LoadJob_min=0] NextExp *= #ExpMul Const | |
| 27 | /scoreboard players set @a[score_LoadJob_min=0] CoolTickSpan -100 | |
| 28 | /execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] CoolTickSpan += @a[c=1] Level | |

| No. | コマンド | 状態 |
|-----|---------|------|
| 29 | /execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] CoolTickCounter = @a[c=1] CoolTickSpan | |
| 30 | /scoreboard players add @a[score_LoadJob_min=0] MPMaxFlag 0 | |
| 31 | /execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] Job = @a[c=1] LoadJob | |
| 32 | /scoreboard players set @a[score_LoadJob_min=0] ModeSkillA 0 | |
| 33 | /scoreboard players set @a[score_LoadJob_min=0] ModeSkillB 0 | |
| 34 | /scoreboard players set @a[score_LoadJob_min=0] InstantSkillA 0 | |
| 35 | /scoreboard players set @a[score_LoadJob_min=0] InstantSkillB 0 | |
| 36 | /scoreboard players set @a[score_LoadJob_min=0] CurrentMode 0 | |
| 37 | /scoreboard players set @a[score_LoadJob_min=0] CurrentModeCost 0 | |
| 38 | /scoreboard players reset @a[score_LoadJob_min=0] LoadJob | |

詳細

1. 各職業に対応するLoadJobの値であるプレイヤーのLevelに(Job)Levelを、ExpToLevelに(Job)ToLevelをそれぞれ代入し、職業にごとの音やパーティクルを表示
2. LoadJobが0以上であるプレイヤーを一人選択し、そのNextExpにLevelを代入
3. LoadJobが0以上であるプレイヤーのNextExpに#ExpMulのConst=7との積を代入、CoolTickSpanを-100に設定
4. LoadJobが0以上であるプレイヤーを一人選択し、CoolTickSpanにLevelを足し合わせ、CoolTickCounterにCoolTickSpanを代入
5. LoadJobが0以上であるプレイヤーのMPMaxFlagを0に設定
6. LoadJobが0以上であるプレイヤーを一人選択し、JobにLoadJobを代入
7. LoadJobが0以上であるプレイヤーのModeSkillA,ModeSkillB,InstantSkillA,InstantSkillB,CurrentMode,CurrentModeCostをそれぞれ0に設定
8. LoadJobが0以上であるプレイヤーのLoadJobを0に設定

# ステータス表示

- 位置(-1920,14,-192)
- 交易島の教会でのステータス表示?

## コマンド群

| No. | コマンド |
|-----|---------|
| 1 | /tellraw @a[tag=ShowStatus] {"text":"---- ステータス ----","color":"white","bold":"true"} |
| 2 | /tellraw @a[tag=ShowStatus,score_Job_min=1,score_Job=1] [{"text":"選択している職業: ","color":"white"}, {"text":"剣士","color":"blue","bold":"true"}] |

| No. | コマンド |
|---|---|
| 3 | /tellraw @a[tag=ShowStatus,score_Job_min=2,score_Job=2] [{"text":"選択している職業: ","color":"white"}, {"text":"忍者","color":"dark_green","bold":"true"}] |
| 4 | /tellraw @a[tag=ShowStatus,score_Job_min=3,score_Job=3] [{"text":"選択している職業: ","color":"white"}, {"text":"狩人","color":"red","bold":"true"}] |
| 5 | /tellraw @a[tag=ShowStatus,score_Job_min=4,score_Job=4] [{"text":"選択している職業: ","color":"white"}, {"text":"白魔導士","color":"white","bold":"true"}] |
| 6 | /tellraw @a[tag=ShowStatus,score_Job_min=5,score_Job=5] [{"text":"選択している職業: ","color":"white"}, {"text":"黒魔導士","color":"dark_purple","bold":"true"}] |
| 7 | /tellraw @a[tag=ShowStatus,score_Job_min=6,score_Job=6] [{"text":"選択している職業: ","color":"white"}, {"text":"召喚士","color":"gold","bold":"true"}] |
| 8 | /tellraw @a[tag=ShowStatus,score_Job_min=6,score_Job=6] [{"text":"選択している職業: ","color":"white"}, {"text":"召喚士","color":"gold","bold":"true"}] |
| 9 | /tellraw @a[tag=ShowStatus,score_Job_min=7] [{"text":"選択している職業: ","color":"white"},{"text":"不明","color":"dark_red","bold":"true","underlined":"true"}] |
| 10 | /tellraw @a[tag=ShowStatus] [{"translate":"レベル: %1$s 次のレベルアップまで: %2$s EXP\n\n","color":"white","with":[{"score":{"name":"*","objective":"Level"},"color":"aqua"},{"score":{"name":"*","objective":"ExpToLevel"},"color":"aqua"}]},{"text":"レベル/残り必要経験値\n","color":"gray"}, {"translate":"剣士: %1$sLV/%2$sEXP 忍者: %3$sLV/%4$sEXP 狩人: %5$sLV/%6$sEXP\n","color":"gray","with":[{"score":{"name":"*","objective":"KnightLevel"},"color":"aqua"}, {"score":{"name":"*","objective":"KnightToLevel"},"color":"aqua"},{"score":{"name":"*","objective":"NinjaLevel"},"color":"aqua"},{"score":{"name":"*","objective":"NinjaToLevel"},"color":"aqua"},{"score":{"name":"*","objective":"ArcherLevel"},"color":"aqua"},{"score":{"name":"*","objective":"ArcherToLevel"},"color":"aqua"}]},{"translate":"白魔導士: %1$sLV/%2$sEXP 黒魔導士: %3$sLV/%4$sEXP 召喚士: %5$sLV/%6$sEXP","color":"gray","with":[{"score":{"name":"*","objective":"WhiteMageLevel"},"color":"aqua"},{"score":{"name":"*","objective":"WhiteMageToLevel"},"color":"aqua"},{"score":{"name":"*","objective":"BlackMageLevel"},"color":"aqua"},{"score":{"name":"*","objective":"BlackMageToLevel"},"color":"aqua"},{"score":{"name":"*","objective":"SummonerLevel"},"color":"aqua"},{"score":{"name":"*","objective":"SummonerToLevel"},"color":"aqua"}]}] |
| 11 | /scoreboard players tag @a[tag=ShowStatus] remove ShowStatus |

# 攻略率表示

- 看板がないため名前は仮のもの
- 位置(-1920,18,-192)
- 交易島の教会での攻略率表示?

## コマンド群

| No. | コマンド | 状態 |
|---|---|---|

| No. | コマンド | 状態 |
| --- | --- | --- |
| 1 | /scoreboard players test Sightseeing Settings * 0 | |
| 2 | /time query gametime | 条件付き |
| 3 | /scoreboard players operation #ConqTimeSec Global -= #StartTime Global | 条件付き |
| 4 | /scoreboard players operation #ConqTimeSec Global /= #20 Const | 条件付き |
| 5 | /scoreboard players operation #ConqTimeMin Global = #ConqTimeSec Global | 条件付き |
| 6 | /scoreboard players operation #ConqTimeSec Global %= #60 Const | 条件付き |
| 7 | /scoreboard players operation #ConqTimeMin Global /= #60 Const | 条件付き |
| 8 | /scoreboard players operation #ConqTimeHour Global = #ConqTimeMin Global | 条件付き |
| 9 | /scoreboard players operation #ConqTimeMin Global %= #60 Const | 条件付き |
| 10 | /scoreboard players operation #ConqTimeHour Global /= #60 Const | 条件付き |

| No. | コマンド | 状態 |
|---|---|---|
| 11 | /tellraw @a[tag=ShowConquest] [{"text":"---- 攻略率 ----\n","color":"white","bold":"true"}, {"translate":"全エリア %1$s/%2$s (%3$s.%4$s%%) %5$s経過\n","bold":"false","with":[{"score": {"name":"#ConquerCount","objective":"Global"}},{"score": {"name":"#ConquerMax","objective":"Const"}},{"score": {"name":"#ConquerPctInt","objective":"Global"}},{"score": {"name":"#ConquerPctDec","objective":"Global"}}, {"translate":"%1$s","italic":false,"bold":false,"color":"white","with":[{"translate":"%1$s時間%2$s分%3$s 秒","italic":"false","with":[{"score":{"name":"#ConqTimeHour","objective":"Global"}},{"score": {"name":"#ConqTimeMin","objective":"Global"}},{"score": {"name":"#ConqTimeSec","objective":"Global"}}]}]}]},{"translate":"通常世界: %1$s/43 ネザー: %2$s/1 エ ンド: %3$s/1\n","color":"gray","with":[{"score": {"name":"#ConqCntSkylands","objective":"Global"},"color":"aqua"},{"score": {"name":"#ConqCntNether","objective":"Global"},"color":"aqua"},{"score": {"name":"#ConqCntEnd","objective":"Global"},"color":"aqua"}]},{"translate":"%1$s: %2$s/1 %3$s: %4$s/1 %5$s: %6$s/1 %7$s: %8$s/1 %9$s: %10$s/1","color":"gray","with": [{"selector":"@e[-1920,6,-193,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntUnderworld","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-194,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntCloudia","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-195,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntMtTable","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-196,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntGLand","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-197,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntIce","objective":"Global"},"color":"aqua"}]}] | 条 件 付 き |
| 12 | /scoreboard players test Sightseeing Settings 1 * | |

| No. | コマンド | 状態 |
|---|---|---|
| 13 | /tellraw @a[tag=ShowConquest] [{"text":"---- 攻略率 ----\n","color":"white","bold":"true"}, {"translate":"全エリア %1$s/%2$s (%3$s.%4$s%%) %5$s経過\n","bold":"false","with":[{"score": {"name":"#ConquerCount","objective":"Global"}},{"score": {"name":"#ConquerMax","objective":"Const"}},{"score": {"name":"#ConquerPctInt","objective":"Global"}},{"score": {"name":"#ConquerPctDec","objective":"Global"}},{"text":"観光モードにつき非表示","color":"aqua"}]}, {"translate":"通常世界: %1$s/43 ネザー: %2$s/1 エンド: %3$s/1\n","color":"gray","with":[{"score": {"name":"#ConqCntSkylands","objective":"Global"},"color":"aqua"},{"score": {"name":"#ConqCntNether","objective":"Global"},"color":"aqua"},{"score": {"name":"#ConqCntEnd","objective":"Global"},"color":"aqua"}]},{"translate":"%1$s: %2$s/1 %3$s: %4$s/1 %5$s: %6$s/1 %7$s: %8$s/1 %9$s: %10$s/1","color":"gray","with": [{"selector":"@e[-1920,6,-193,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntUnderworld","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-194,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntCloudia","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-195,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntMtTable","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-196,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntGLand","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-197,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntIce","objective":"Global"},"color":"aqua"}]}] | 条件付き |
| 14 | /tellraw @a[tag=ShowConquest] [{"text":"---- 攻略率 ----\n","color":"white","bold":"true"}, {"translate":"全エリア %1$s/%2$s (%3$s.%4$s%%) %5$s経過\n","bold":"false","with":[{"score": {"name":"#ConquerCount","objective":"Global"}},{"score": {"name":"#ConquerMax","objective":"Const"}},{"score": {"name":"#ConquerPctInt","objective":"Global"}},{"score": {"name":"#ConquerPctDec","objective":"Global"}},{"text":"観光モードにつき非表示","color":"aqua"}]}, {"translate":"通常世界: %1$s/43 ネザー: %2$s/1 エンド: %3$s/1\n","color":"gray","with":[{"score": {"name":"#ConqCntSkylands","objective":"Global"},"color":"aqua"},{"score": {"name":"#ConqCntNether","objective":"Global"},"color":"aqua"},{"score": {"name":"#ConqCntEnd","objective":"Global"},"color":"aqua"}]},{"translate":"%1$s: %2$s/1 %3$s: %4$s/1 %5$s: %6$s/1 %7$s: %8$s/1 %9$s: %10$s/1","color":"gray","with": [{"selector":"@e[-1920,6,-193,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntUnderworld","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-194,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntCloudia","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-195,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntMtTable","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-196,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntGLand","objective":"Global"},"color":"aqua"}, {"selector":"@e[-1920,6,-197,dy=1,tag=Enter,c=1]"},{"score": {"name":"#ConqCntIce","objective":"Global"},"color":"aqua"}]}] | |

## ワープ処理ジョブ島・通常世界

- 位置(-1920,15,-192)

- 初回ログイン時から通常世界に行くまでのTP処理

## コマンド群

| No. | コマンド | 状態 |
|---|---|---|
| 1 | /scoreboard players add @a[tag=WarpByJob] TutorialRead 0 | |
| 2 | /tellraw @a[tag=WarpByJob,score_TutorialRead=524286] {"text":"まだ読めていないチュートリアルがあるようだ。"} | |
| 3 | /tp @a[tag=WarpByJob,score_TutorialRead=524286] -1911.0 114.0 -136.0 | 条件付き |
| 4 | /scoreboard players tag @a[tag=WarpByJob,score_TutorialRead=524286] remove WarpByJob | 条件付き |
| 5 | /give @a[tag=WarpByJob,score_Job=0] minecraft:paper 1 0 {display:{Lore:["§7就職に必要な申請書。","§7無職のプレイヤーには無料で交付される。","§7紛失した場合は、職業島の中央に飛び込もう。"],Name:"§r§lジョブ変更申請書"},初回:true} | |
| 6 | /tp @a[tag=WarpByJob,score_Job=0] -1786 113 -137 -90 0 | |
| 7 | /tp @a[tag=WarpByJob,score_Job_min=1] 0 5 2 -90 -30 | |
| 8 | /scoreboard players tag @a[tag=WarpByJob] remove WarpByJob | |

## 詳細

1. `WarpByJob`を持つプレイヤーの`TutorialRead`を0に設定
2. `WarpByJob`を持ち、`TutorialRead`が524286以下であるプレイヤーにチュートリアルが読めていない旨のメッセージを表示し、(-1911.0 114.0 -136.0)(初期リス地点)に移動させ、`WarpByJob`を削除
3. `WarpBuJob`を持ち、`Job`が0以下であるプレイヤーにジョブ変更申請書を与え、(-1786,113,-137,-90,0)(職業島入口)に移動
4. `WarpBuJob`を持ち、`Job`が1以上であるプレイヤーを(0,5,2,-90,-30)(通常世界)に移動
5. `WarpByJob`を持つプレイヤーから`WarpByJob`を削除

## KeepInventory確認

- 位置(-1920,16,-192)

## コマンド群

| No. | コマンド | 状態 |
|---|---|---|
| 1 | /scoreboard players test Sightseeing Settings * 0 | |
| 2 | /gamerule keepInventory false | 条件付き |

| No. | コマンド | 状態 |
|---|---|---|
| 3 | /clear @a[score_HP=0] | 条件付き |
| 4 | /scoreboard players tag @a[score_HP=0,score_USBDimension_min=-90,score_USBDimension=-90] add Raise | |
| 5 | /scoreboard players set @a[score_HP=0,score_USBDimension_min=-90,score_USBDimension=-90] RaisedArea -90 | 条件付き |
| 6 | /scoreboard players set @a[score_HP=0,score_USBDimension_min=-90,score_USBDimension=-90] Hunger 21 | 条件付き |
| 7 | /gamemode spectator @a[score_HP=0,score_USBDimension_min=-90,score_USBDimension=-90] | 条件付き |
| 8 | /scoreboard players tag @a[score_HP=0,score_USBDimension_min=-90,score_USBDimension=-90] add TrialItemClear {Inventory:[{tag:{TrialItem:true}}]} | |
| 9 | /clear @a[tag=TrialItemClear] | 条件付き |
| 10 | /scoreboard players tag @a[tag=TrialItemClear] remove TrialItemClear | 条件付き |
| 11 | /scoreboard players tag @a[score_HP=0,tag=Doom] remove Doom | |
| 12 | /scoreboard players tag @a[tag=ReRaise,score_HP=0] add CastRaise | |
| 13 | /scoreboard players tag @a[tag=ReRaise,score_HP=0] remove ReRaise | 条件付き |
| 14 | /scoreboard players reset @a[score_Deaths_min=1,score_HP=0] Deaths | |

詳細

1. `Sightseeing`の`Settings`が0以下の時、`keepInventory`を`false`にし、`HP`が0以下のプレイヤーのインベントリ内アイテムを消去する
2. `HP`が0以下、`USBDimension`が-90であるプレイヤーに`Raise`を付与、`Raisearea`を-90に設定、`Hunger`を21に設定、スペクターモードに切り替える。
3. `HP`が0以下、`USBDimension`が-90であり、尚且つインベントリ内に`TrialItem:true`を持つプレイヤーに`TrialItemClear`を付与し、インベントリ内アイテムを消去、`TrialItemClear`を消去
4. `HP`が0以下、`Doom`を持つプレイヤーから`Doom`を消去
5. `HP`が0以下、`ReRaise`を持つプレイヤーに`CastRaise`を付与し、`ReRaise`を消去
6. `Deaths`が1以上、`HP`が0以下であるプレイヤーの`Deaths`を0に設定

## 満腹度修正

- 位置(-1920,17,-192)
- リスポーン時での死亡前の空腹度の再現

## コマンド群

| No. | コマンド | 状態 |
|---|---|---|
| 1 | /tellraw @a[score_HP_min=1,score_Hunger_min=0,score_Hunger=3] [{"text":"どこからか声が聞こえる…。\n「腹が減っては探索できぬぞ。」\n"},{"text":"お腹が少し満たされた。\n","color":"aqua"},{"text":"目の前が真っ暗になった。","color":"light_purple"}] | |
| 2 | /effect @a[score_HP_min=1,score_Hunger_min=0,score_Hunger=4] minecraft:hunger 1 174 | |
| 3 | /effect @a[score_HP_min=1,score_Hunger_min=0,score_Hunger=0] minecraft:blindness 80 0 true | |
| 4 | /effect @a[score_HP_min=1,score_Hunger_min=1,score_Hunger=1] minecraft:blindness 60 0 true | |
| 5 | /effect @a[score_HP_min=1,score_Hunger_min=2,score_Hunger=2] minecraft:blindness 40 0 true | |
| 6 | /effect @a[score_HP_min=1,score_Hunger_min=3,score_Hunger=3] minecraft:blindness 20 0 true | |
| 7 | /effect @a[score_HP_min=1,score_Hunger_min=5,score_Hunger=5] minecraft:hunger 1 166 | |
| 8 | /effect @a[score_HP_min=1,score_Hunger_min=6,score_Hunger=6] minecraft:hunger 1 158 | |
| 9 | /effect @a[score_HP_min=1,score_Hunger_min=7,score_Hunger=7] minecraft:hunger 1 150 | |
| 10 | /effect @a[score_HP_min=1,score_Hunger_min=8,score_Hunger=8] minecraft:hunger 1 142 | |
| 11 | /effect @a[score_HP_min=1,score_Hunger_min=9,score_Hunger=9] minecraft:hunger 1 134 | |
| 12 | /effect @a[score_HP_min=1,score_Hunger_min=10,score_Hunger=10] minecraft:hunger 1 126 | |
| 13 | /effect @a[score_HP_min=1,score_Hunger_min=11,score_Hunger=11] minecraft:hunger 1 118 | |
| 14 | /effect @a[score_HP_min=1,score_Hunger_min=12,score_Hunger=12] minecraft:hunger 1 110 | |
| 15 | /effect @a[score_HP_min=1,score_Hunger_min=13,score_Hunger=13] minecraft:hunger 1 102 | |
| 16 | /effect @a[score_HP_min=1,score_Hunger_min=14,score_Hunger=14] minecraft:hunger 1 94 | |
| 17 | /effect @a[score_HP_min=1,score_Hunger_min=15,score_Hunger=15] minecraft:hunger 1 86 | |
| 18 | /effect @a[score_HP_min=1,score_Hunger_min=16,score_Hunger=16] minecraft:hunger 1 78 | |
| 19 | /effect @a[score_HP_min=1,score_Hunger_min=17,score_Hunger=17] minecraft:hunger 1 70 | |
| 20 | /effect @a[score_HP_min=1,score_Hunger_min=18,score_Hunger=18] minecraft:hunger 1 62 | |
| 21 | /effect @a[score_HP_min=1,score_Hunger_min=19,score_Hunger=19] minecraft:hunger 1 54 | |
| 22 | /effect @a[score_HP_min=1,score_Hunger_min=20,score_Hunger=20] minecraft:hunger 1 46 | |
| 23 | /scoreboard players set @a[score_HP_min=1,score_Hunger_min=0] RefreshHPMax 3 | |
| 24 | /scoreboard players enable @a[score_HP_min=1,score_Hunger_min=0] kill | |
| 25 | /scoreboard players tag @a[tag=Raise,score_HP_min=1] add RaiseEnd | |
| 26 | /scoreboard players tag @a[tag=Raise,score_HP_min=1] remove Raise | 条件付き |
| 27 | /scoreboard players set @a[score_HP_min=1,score_Hunger_min=0] Hunger -1 | |

## 詳細

1. `HP`が1以上、`Hunger`が0以上3以下であるプレイヤーに空腹時のメッセージを出す
2. 以下のような一覧のエフェクトを付与
3. `HP`が1以上、`Hunger`が0以上のプレイヤーの`RefreshHPMax`を3に設定
4. `HP`が1以上、`Hunger`が0以上のプレイヤーに`kill`への書き込みを許可
5. `Raise`を持ち、`HP`が1以上のプレイヤーに`RaiseEnd`を付与し、`Raise`を消去
6. `HP`が1以上で`Hunger`が0以上であるプレイヤーの`Hunger`を-1に設定

## エフェクト一覧

| Hunger | Effect |
|--------|--------|
| 0 | 盲目Lv.0 80秒間, 空腹Lv.174 1秒間 |
| 1 | 盲目Lv.0 60秒間, 空腹Lv.174 1秒間 |
| 2 | 盲目Lv.0 40秒間, 空腹Lv.174 1秒間 |
| 3 | 盲目Lv.0 20秒間, 空腹Lv.174 1秒間 |
| 4 | 空腹Lv.174 1秒間 |
| 5 | 空腹Lv.166 1秒間 |
| 6 | 空腹Lv.158 1秒間 |
| 7 | 空腹Lv.150 1秒間 |
| 8 | 空腹Lv.142 1秒間 |
| 9 | 空腹Lv.134 1秒間 |
| 10 | 空腹Lv.126 1秒間 |
| 11 | 空腹Lv.118 1秒間 |
| 12 | 空腹Lv.110 1秒間 |
| 13 | 空腹Lv.102 1秒間 |
| 14 | 空腹Lv.94 1秒間 |
| 15 | 空腹Lv.86 1秒間 |
| 16 | 空腹Lv.78 1秒間 |
| 17 | 空腹Lv.70 1秒間 |
| 18 | 空腹Lv.62 1秒間 |
| 19 | 空腹Lv.54 1秒間 |
| 20 | 空腹Lv.46 1秒間 |

# 経験値取得処理

- 位置(-1920,8,-191)
- ネザースターの取得処理、スコアへの代入

## コマンド群

| No. | コマンド |
|---|---|
| 1 | /scoreboard players set @a[score_GotExpFlag_min=1] GotExpFlag 0 |
| 2 | /clear @a[score_GotExpFlag=-1] minecraft:nether_star |
| 3 | /execute @a[score_GotExpFlag_min=1] ~ ~ ~ /scoreboard players operation @a[c=1] ExpMessageFlag = @a[r=50,score_HP_min=1,score_Level_min=1,c=1] Level |
| 4 | /execute @a[score_GotExpFlag_min=1,score_ExpMessageFlag_min=1] ~ ~ ~ /scoreboard players operation @a[r=50,score_HP_min=1,score_Level_min=1] ExpToLevel -= @a[c=1] GotExpFlag |
| 5 | /execute @a[score_GotExpFlag_min=1,score_ExpMessageFlag_min=1] ~ ~ ~ /tellraw @a {"translate":"%1$sは%2$sEXPの経験値を得た。","color":"yellow","with": [{"selector":"@a[r=50,score_HP_min=1,score_Level_min=1]"},{"score": {"name":"@a[c=1]","objective":"GotExpFlag"},"color":"white","bold":"true"}]} |
| 6 | /scoreboard players reset @a[score_ExpMessageFlag_min=1] ExpMessageFlag |
| 7 | /execute @a[score_GotExpFlag_min=1] ~ ~ ~ /scoreboard players operation @a[c=1] ExpMessageFlag = @a[rm=50,score_HP_min=1,score_Level_min=1,c=1] Level |
| 8 | /execute @a[score_GotExpFlag_min=1,score_ExpMessageFlag_min=1] ~ ~ ~ /tellraw @a {"translate":"%1$sは離れ過ぎていたため、経験値を得られなかった。","color":"red","with": [{"selector":"@a[rm=50,score_HP_min=1,score_Level_min=1]"}]} |
| 9 | /execute @a[score_GotExpFlag_min=1] ~ ~ ~ /execute @a[r=50,score_HP_min=1,score_Level_min=1] ~ ~ ~ /playsound entity.player.levelup master @a[c=1] ~ ~ ~ 0.3 2 |
| 10 | /scoreboard players reset @a[score_ExpMessageFlag_min=1] ExpMessageFlag |

## 詳細

1. GotExpFlagが1以上であるプレイヤーのGotExpFlagを0に設定
2. GotExpFlagが-1以下であるプレイヤーのインベントリ内のネザースターを消去し、ExpMessageFlagに半径50m以内、HPが1以上、Levelが1以上であるプレイヤーのLevelを代入
3. GotExpFlagが1以上、ExpMessageFlagが1以上であるプレイヤーから半径50m以内、HPが1以上、Levelが1以上であるプレイヤーのExpToLevelからGotExpFlagを引く
4. GotExpFlagが1以上、ExpMessageFlagが1以上であるプレイヤーに経験値取得時のメッセージを出す
5. ExpMessageFlagが1以上であるプレイヤーのExpMessageFlagを0に設定
6. GotExpFlagが1以上であるプレイヤーのExpMessageFlagから半径50m以上離れていて、HPが1以上、Levelが1以上であるプレイヤーのLevelを引く
7. GotExpFlagが1以上でExpMessageFlagが1以上であるプレイヤーに経験値取得失敗時のメッセージを表示
8. GotExpFlagが1以上であるプレイヤーから半径50m以内、HPが1以上、Levelが1以上であるプレイヤーいる座標で音を鳴らす
9. ExpMessageFlagが1以上であるプレイヤーのExpMessageFlagを0に設定

## レベルアップ処理

- 位置(-1920,9,-191)
- レベルアップ処理

## コマンド群

| No. | コマンド |
|---|---|
| 1 | /scoreboard players add @a[score_ExpToLevel=0,score_Level=49] Level 1 |
| 2 | /scoreboard players add @a[score_ExpToLevel=0] MPMax 1 |
| 3 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] MP = @a[c=1] MPMax |
| 4 | /scoreboard players set @a[score_ExpToLevel=0] MPMaxFlag 1 |
| 5 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] HPMax = @a[c=1] MPMax |
| 6 | /scoreboard players operation @a[score_ExpToLevel=0] HPMax /= #8 Const |
| 7 | /scoreboard players set @a[score_HPMax_min=51] HPMax 50 |
| 8 | /scoreboard players set @a[score_ExpToLevel=0] CoolTickSpan -100 |
| 9 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] CoolTickSpan += @a[c=1] Level |
| 10 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] MPIncrement = @a[c=1] MPMax |
| 11 | /scoreboard players operation @a[score_ExpToLevel=0] MPIncrement /= #50 Const |
| 12 | /scoreboard players operation @a[score_ExpToLevel=0] MPIncrement += #3 Const |
| 13 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /playsound entity.player.levelup master @a[r=16] ~ ~ ~ 2 0.7 0 |
| 14 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /particle happyVillager ~ ~ ~ 1 2 1 0.001 100 normal |
| 15 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /summon FireworksRocketEntity ~ ~ ~ {LifeTime:10,FireworksItem:{id:minecraft:fireworks,Count:1b,tag:{Fireworks:{Explosions: [{Type:1b,Flicker:true,Trail:true,Colors:[16752934],FadeColors:[16777215]}, {Type:0b,Flicker:false,Trail:false,Colors:[16715021,16777215],FadeColors:[16777215]}]}}}} |
| 16 | /title @a[score_ExpToLevel=0] times 5 100 20 |
| 17 | /title @a[score_ExpToLevel=0] subtitle [{"text":"現在のレベル : ","italic":"true"},{"score": {"name":"*","objective":"Level"},"bold":"true","italic":"false"}] |
| 18 | /title @a[score_ExpToLevel=0] title {"text":"LEVEL UP ！","color":"green","bold":"true"} |
| 19 | /scoreboard players tag @a[score_ExpToLevel=0,score_Level_min=1,score_Level=50,score_NextExp=349] add ShowNewSkill |
| 20 | /clone -1920 ~1 ~ -1920 ~6 ~ -1920 ~1 ~ filtered force minecraft:command_block 5 #習得スキル取得 |
| 21 | /scoreboard players set #ReserveShowSkill Global 1 |
| 22 | /scoreboard players set @a[score_ExpToLevel=0] RefreshHPMax 3 |
| 23 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] NextExp = @a[c=1] Level |
| 24 | /scoreboard players operation @a[score_ExpToLevel=0] NextExp *= #ExpMul Const |

| No. | コマンド |
|-----|---------|
| 25 | /execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel += @a[c=1] NextExp |

## 詳細

1. `ExpToLevel`が0以下で、`Level`が49以下であるプレイヤーの`Level`を1に設定
2. `ExpToLevel`が0以下であるプレイヤーの`MPMax`を1に設定、`MP`に`MPMax`を代入、`MPMaxFlag`を1に設定、`HPMax`に`MPMax`を代入、`HPMax`に8で割った時の商を代入
3. `HPMax`が51以上であるプレイヤーの`HPMax`を50に設定
4. `ExpTolevel`が0以下であるプレイヤーの`CoolTickSpan`を-100に設定、`CoolTickSpan`に`Level`を足し合わせ、`MPInvrement`に`MPMax`を代入
5. `ExpTolevel`が0以下であるプレイヤーの`MPIncrement`に50で割った時の商を代入、`MPIncrement`に3を足す
6. `ExpTolevel`が0以下であるプレイヤーの座標で演出の実行
7. `ExpToLevel`が0以上、`Level`が1以上50以下、`NextExp`が349以下であるプレイヤーに`ShowNewSkill`を付与
8. (-1920,10,-191)から(-1920,15,-191)にある**習得スキル取得**を実行
9. `#ReserveShowSkill`の`Global`を1に設定
10. `ExpToLevel`が0以下であるプレイヤーの`RefreshHPMax`を3に設定、`NextExp`に`Level`を代入、`NextExp`に7との積を代入、`ExpToLevel`に`NextExp`を足し合わせる

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# 最大HP調整処理

- 位置(-1920,16,-191)
- 基礎体力増加によるHP増加処理

## コマンド群

| No. | コマンド |
|-----|---------|
| 1 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=12,score_HPMax=13] minecraft:health_boost 1000000 0 true |
| 2 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=14,score_HPMax=15] minecraft:health_boost 1000000 1 true |
| 3 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=16,score_HPMax=17] minecraft:health_boost 1000000 2 true |
| 4 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=18,score_HPMax=19] minecraft:health_boost 1000000 3 true |
| 5 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=20,score_HPMax=21] minecraft:health_boost 1000000 4 true |
| 6 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=22,score_HPMax=23] minecraft:health_boost 1000000 5 true |
| 7 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=24,score_HPMax=25] minecraft:health_boost 1000000 6 true |
| 8 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=26,score_HPMax=27] minecraft:health_boost 1000000 7 true |

| No. | コマンド |
|-----|---------|
| 9 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=28,score_HPMax=29] minecraft:health_boost 1000000 8 true |
| 10 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=30,score_HPMax=31] minecraft:health_boost 1000000 9 true |
| 11 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=32,score_HPMax=33] minecraft:health_boost 1000000 10 true |
| 12 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=34,score_HPMax=35] minecraft:health_boost 1000000 11 true |
| 13 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=36,score_HPMax=37] minecraft:health_boost 1000000 12 true |
| 14 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=38,score_HPMax=39] minecraft:health_boost 1000000 13 true |
| 15 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=40,score_HPMax=41] minecraft:health_boost 1000000 14 true |
| 16 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=42,score_HPMax=43] minecraft:health_boost 1000000 15 true |
| 17 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=44,score_HPMax=45] minecraft:health_boost 1000000 16 true |
| 18 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=46,score_HPMax=47] minecraft:health_boost 1000000 17 true |
| 19 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=48,score_HPMax=49] minecraft:health_boost 1000000 18 true |
| 20 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=50] minecraft:health_boost 1000000 19 true |
| 21 | /effect @a[score_RefreshHPMax_min=3] minecraft:instant_health 1 6 true |
| 22 | /scoreboard players reset @a[score_RefreshHPMax_min=2] RefreshHPMax |

詳細

1. RefreshHPMaxが2以上のプレイヤーでHPMaxの値に対応した基礎体力増加を1000000秒間付与(Lvについては以下の表を参照)
2. RefreshHPMaxが3以上であるプレイヤーに即時回復Lv.6を1秒間付与(増加分のHPを回復させるため)
3. RefreshHPMaxが2以上であるプレイヤーのRefreshHPMaxを0に設定

| HPMax | health_boost Lv. |
|-------|------------------|
| 12,13 | 0 |
| 14,15 | 1 |
| 16,17 | 2 |
| 18,19 | 3 |
| 20,21 | 4 |

| HPMax | health_boost Lv. |
|-------|------------------|
| 22,23 | 5 |
| 24,25 | 6 |
| 26,27 | 7 |
| 28,29 | 8 |
| 30,31 | 9 |
| 32,33 | 10 |
| 34,35 | 11 |
| 36,37 | 12 |
| 38,39 | 13 |
| 40,41 | 14 |
| 42,43 | 15 |
| 44,45 | 16 |
| 46,47 | 17 |
| 48,40 | 18 |
| 50~ | 19 |

## 難易度調整

- 位置(-1920,17,-200)

## コマンド群

| No. | コマンド | 状態 |
|-----|----------|------|
| 1 | /testfor @a | |
| 2 | /scoreboard players operation Difficulty Settings *= Difficulty Settings | |
| 3 | /scoreboard players test Sightseeing Settings * 0 | |
| 4 | /scoreboard players operation Difficulty Settings += #ConquerPctInt Global | 条件付き |
| 5 | /blockdata -1886 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:speed 1 0 true"} | |
| 6 | /blockdata -1885 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:resistance 1 0 true"} | 条件付き |
| 7 | /scoreboard players test Difficulty Settings 30 * | |
| 8 | /blockdata -1886 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:speed 1000000 0 true"} | 条件付き |

| No. | コマンド | 状態 |
|---|---|---|
| 9 | /blockdata -1885 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:resistance 1000000 0 true"} | 条件付き |
| 10 | /scoreboard players test Difficulty Settings 70 * | 条件付き |
| 11 | /blockdata -1886 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:speed 1000000 1 true"} | 条件付き |
| 12 | /blockdata -1885 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:resistance 1000000 1 true"} | 条件付き |
| 13 | /scoreboard players test Difficulty Settings 110 * | 条件付き |
| 14 | /blockdata -1886 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:speed 1000000 2 true"} | 条件付き |
| 15 | /scoreboard players test Difficulty Settings 150 * | 条件付き |
| 16 | /blockdata -1886 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:speed 1000000 3 true"} | 条件付き |
| 17 | /blockdata -1885 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:resistance 1000000 2 true"} | 条件付き |
| 18 | /scoreboard players test Difficulty Settings 190 * | 条件付き |
| 19 | /blockdata -1886 14 -188 {Command:"/effect @e[tag=TypeCheck,team=,type=!Player] minecraft:speed 1000000 4 true"} | 条件付き |

詳細

1. プレイヤーが一人でも生きているときに以下の事柄を実行
2. DifficultyのSettingsを2乗
3. SightseeingのSettingsが0以下であるとき、DifficultyのSettingsに#ConquerPcIntのGlobalを足し合わせる
4. (-1886,14,-188)(タイプ設定の強さ補正)のコマンドブロックに{Command:"/effect @e[tag=TypeCheck,team=,type=!Player]minecraft:speed 1 0 true"}を上書きできたとき、(-1885,14,-188)のコマンドブロックに{Command:"/effect @e[tag=TypeCheck,team=,type=!Player]minecraft:resistance 1 0 true"}を上書きする
5. DifficultyのSettingsが30以上の時、Settingsの値によって(-1886,14,-188)と(-1885,14,-188)にあるコマンドブロックを書き換える(以下参考)

| Setting | (-1886,14,-188)への書き換え内容 | (-1885,14,-188)への書き換え内容 |
|---|---|---|
| ~30 | スピードLv.0 1秒間 | 耐性Lv.0 1秒間 |
| 30~ | スピードLv.0 1000000秒間 | 耐性Lv.0 1000000秒間 |
| 70~ | スピードLv.1 1000000秒間 | 耐性Lv.1 1000000秒間 |
| 110~ | スピードLv.2 1000000秒間 | 耐性Lv.1 1000000秒間 (書き換えなし) |

| Setting | (-1886,14,-188)への書き換え内容 | (-1885,14,-188)への書き換え内容 |
|---------|-------------------------------|-------------------------------|
| 150~ | スピードLv.3 1000000秒間 | 耐性Lv.2 1000000秒間 |
| 190~ | スピードLv.4 1000000秒間 | 耐性Lv.2 1000000秒間 (書き換えなし) |

## 島攻略処理

- 位置(-1920,17,-191),(-1920,18,-191)

## コマンド群

- (-1920,17,-191)にあるコマンド群 (島攻略処理という看板がついているもの)

| No. | コマンド | 状態 |
|-----|---------|------|
| 1 | /scoreboard players tag @a[score_UseEnderEye_min=1,c=1] add Conquer | |
| 2 | /scoreboard players reset @a[tag=Conquer] UseEnderEye | |
| 3 | /execute @a[tag=Conquer,score_USBDimension=-1] ~ ~ ~ /scoreboard players add #ConqCntNether Global 1 | |
| 4 | /execute @a[tag=Conquer,score_USBDimension_min=100] ~ ~ ~ /scoreboard players add #ConqCntEnd Global 1 | |
| 5 | /execute @a[tag=Conquer,score_USBDimension_min=0,score_USBDimension=0] ~ ~ ~ /scoreboard players add #ConqCntSkylands Global 1 | |
| 6 | /execute @a[tag=Conquer,score_USBDimension_min=1,score_USBDimension=1] ~ ~ ~ /scoreboard players add #ConqCntUnderworld Global 1 | |
| 7 | /execute @a[tag=Conquer,score_USBDimension_min=10,score_USBDimension=10] ~ ~ ~ /scoreboard players add #ConqCntCloudia Global 1 | |
| 8 | /execute @a[tag=Conquer,score_USBDimension_min=11,score_USBDimension=11] ~ ~ ~ /scoreboard players add #ConqCntMtTable Global 1 | |
| 9 | /execute @a[tag=Conquer,score_USBDimension_min=12,score_USBDimension=12] ~ ~ ~ /scoreboard players add #ConqCntGLand Global 1 | |
| 10 | /execute @a[tag=Conquer,score_USBDimension_min=13,score_USBDimension=13] ~ ~ ~ /scoreboard players add #ConqCntIce Global 1 | |
| 11 | /scoreboard players tag @a[tag=Conquer] remove Conquer | |
| 12 | /scoreboard players add #ConquerCount Global 1 | |
| 13 | /scoreboard players operation #ConquerPctInt Global = #ConquerCount Global | |
| 14 | /scoreboard players operation #ConquerPctInt Global *= #1000 Const | |
| 15 | /scoreboard players operation #ConquerPctInt Global /= #ConquerMax Const | |
| 16 | /scoreboard players operation #ConquerPctDec Global = #ConquerPctInt Global | |
| 17 | /scoreboard players operation #ConquerPctInt Global /= #10 Const | |

| No. | コマンド | 状態 |
|---|---|---|
| 18 | /scoreboard players operation #ConquerPctDec Global %= #10 Const | |
| 19 | /scoreboard players operation #ConquerCountResidue Global = #ConquerCount Global | |
| 20 | /scoreboard players operation #ConquerCountResidue Global %= #AddStuffSpan Const | |
| 21 | /execute @a ~ ~ ~ /playsound entity.enderdragon.death master @a[c=1] ~ ~ ~ 0.3 2 0.3 | |
| 22 | /execute @a ~ ~ ~ /particle happyVillager ~ ~ ~ 1 1 1 0 30 normal | |
| 23 | /execute @a ~ ~ ~ /particle instantSpell ~ ~1 ~ 1 1 1 0.1 90 normal | |
| 24 | /execute @a ~ ~1 ~ /summon FireworksRocketEntity ~ ~ ~ {LifeTime:10,FireworksItem: {id:minecraft:fireworks,Count:1b,tag:{Fireworks:{Explosions:[{Type:1b,Flicker:true,Trail:true,Colors: [16774552],FadeColors:[16777215]},{Type:0b,Flicker:false,Trail:false,Colors: [65407,16777215,16777215],FadeColors:[16777215]}]}}}} | |
| 25 | /title @a times 5 150 20 | |
| 26 | /title @a subtitle {"translate":"攻略率 : %1$s/%2$s (%3$s.%4$s%%)","italic":true,"color":"white","with": [{"score":{"name":"#ConquerCount","objective":"Global"},"bold":true,"italic":false},{"score": {"name":"#ConquerMax","objective":"Const"}},{"score": {"name":"#ConquerPctInt","objective":"Global"}},{"score": {"name":"#ConquerPctDec","objective":"Global"}}]} | |
| 27 | /title @a title {"text":"島を攻略した！","color":"gold","bold":true} | |
| 28 | /effect @a minecraft:instant_health 1 6 true | |
| 29 | /effect @a minecraft:saturation 1 19 true | |
| 30 | /scoreboard players test Sightseeing Settings * 0 | |
| 31 | /time query gametime | 条件付き |
| 32 | /scoreboard players operation #ConqTimeSec Global -= #StartTime Global | 条件付き |
| 33 | /scoreboard players operation #ConqTimeSec Global /= #20 Const | 条件付き |
| 34 | /scoreboard players operation #ConqTimeMin Global = #ConqTimeSec Global | 条件付き |

| No. | コマンド | 状態 |
|-----|---------|------|
| 35 | /scoreboard players operation #ConqTimeSec Global %= #60 Const | 条件付き |
| 36 | /scoreboard players operation #ConqTimeMin Global /= #60 Const | 条件付き |
| 37 | /scoreboard players operation #ConqTimeHour Global = #ConqTimeMin Global | 条件付き |
| 38 | /scoreboard players operation #ConqTimeMin Global %= #60 Const | 条件付き |
| 39 | /scoreboard players operation #ConqTimeHour Global /= #60 Const | 条件付き |
| 40 | /tellraw @a {"translate":"攻略タイム : %1$s","italic":true,"bold":true,"color":"white","with": [{"translate":"%1$s時間%2$s分%3$s秒","italic":"false","with":[{"score": {"name":"#ConqTimeHour","objective":"Global"}},{"score": {"name":"#ConqTimeMin","objective":"Global"}},{"score": {"name":"#ConqTimeSec","objective":"Global"}}]}]} | 条件付き |

- (-1920,18,-191)にあるコマンド群 (島攻略処理という看板がついているものの上のやつ)

| No. | コマンド | 状態 |
|-----|---------|------|
| 1 | /scoreboard players test #ConquerCountResidue Global 0 0 | |
| 2 | /entitydata @r[-1899,3,-82,dx=20,dy=2,dz=2,type=Villager,tag=!ShopStaff,c=1] {NoAI:false,Silent:false,Tags:[ShopStaff,TypeChecked]} | 条件付き |
| 3 | /scoreboard players test Prayable Settings * 0 | |
| 4 | /testforblock -70 15 32 minecraft:end_portal_frame 7 | 条件付き |
| 5 | /scoreboard players set Prayable Settings 1 | 条件付き |
| 6 | /scoreboard players test ForceNight Settings * 0 | |
| 7 | /execute 0-0-1-0-1 -1920 4 -96 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###時計島 | 条件付き |

| No. | コマンド | 状態 |
|-----|---------|------|
| 8 | /scoreboard players test ForceNight Settings 1 * | |
| 9 | /testforblock 3 77 87 minecraft:end_portal_frame 4 | 条件付き |
| 10 | /time set day | 条件付き |
| 11 | /gamerule doDaylightCycle true | 条件付き |
| 12 | /scoreboard players remove #PastorMax Global 2 | 条件付き |
| 13 | /scoreboard players set ForceNight Settings 0 | 条件付き |

## 詳細

- (-1920,17,-191)にあるコマンド群 (島攻略処理という看板がついているもの)

1. UseEnderEyeが1以上であるプレイヤーを一人選択し、Conquerを付与
2. Conquerを持つプレイヤーのUseEnderEyeを0に設定
3. Conquerを持ち、USBDimensionが-1以下であるプレイヤーがいるとき、#ConqCntNetherのGlobalを1に設定
4. Conquerを持ち、USBDimensionが100以上であるプレイヤーがいるとき、#ConqCntEndのGlobalを1に設定
5. Conquerを持ち、USBDimensionが0であるプレイヤーがいるとき、#ConqCntSkylandsのGlobalを1に設定
6. Conquerを持ち、USBDimensionが1であるプレイヤーがいるとき、#ConqCntUnderworldのGlobalを1に設定
7. Conquerを持ち、USBDimensionが10であるプレイヤーがいるとき、#ConqCntCloudiaのGlobalを1に設定
8. Conquerを持ち、USBDimensionが11であるプレイヤーがいるとき、#ConqCntMtTableのGlobalを1に設定
9. Conquerを持ち、USBDimensionが12であるプレイヤーがいるとき、#ConqCntGLandのGlobalを1に設定
10. Conquerを持ち、USBDimensionが13であるプレイヤーがいるとき、#ConqCntIceのGlobalを1に設定
11. Conquerを持つプレイヤーからConquerを消去
12. #ConquerCountのGlobalを1に設定
13. #ConquerPctIntのGlobalに#ConquerCountのGlobalを代入し、1000を掛け、#ConquerMaxのConst=50で割る(#ConquerPctInt'sGlobal=1*1000/50)
14. #ConquerPctDecのGlobalに#ConquerPctIntのConstを代入
15. #ConquerPctIntのGlobalを10で割る
16. #ConquerPctDecのGlobalを10との剰余を代入
17. #ConquerCountResidueのGlobalに#ConquerCountのGlobalを代入し、#AddStuffSpanのConst=4で割る
18. すべてのプレイヤーの座標で演出を実行し、即時回復Lv.6を1秒間、満腹Lv.19を1秒間付与
19. SightseeingのSettingが0以下の時、以下の事柄を実行
    1. ワールドが作られてからの時間を表示
    2. StartTimeから攻略時間を計算し、ConqTimeSec、ConqTimeMin、ConqTimeHourにそれぞれに対応する値を代入
    3. 攻略タイムの表示

- (-1920,18,-191)にあるコマンド群 (島攻略処理という看板がついているものの上のやつ)

1. #ConquerCountResidueのGlobalが0の時、以下の事柄を実行
    - (-1899,3,-82)付近にいる製作者村人に{NoAI:false,Silent:false,Tags:[ShopStaff,TypeChecked]}を付与

2. `Prayable`の`Settings`が0以下の時、以下の事柄を実行
   - (-70,15,32)(交易島)の東向きでエンダーアイがはめられているエンドポータルフレームが存在する時、`Prayable`の`Settings`を1に設定
3. `ForceNight`の`Settings`が0以下の時、以下の事柄を実行
   - `CommonGM`が(-1920,4,-96)にある**時計島**を実行
4. `ForceNight`の`Settings`が1以上であり、(3,77,87)にある南向きでエンダーアイがはめられたエンドポータルフレームが存在する時、以下の事柄を実行
   1. 時間をdayに設定し、`doDaylightCycle`をtrueに変更
   2. `#PastorMax`の`Global`から2引く
   3. `ForceNight`の`Settings`を0に設定

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# 習得スキル取得

- 位置(-1920,10,-191)から(-1920,15,-191)

## コマンド群

- 剣士(-1920,10,-191)

| No. | コマンド |
| --- | --- |
| 1 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=1,score_Job=1] ShowSkill 1000 |
| 2 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=1,score_Job=1] ShowSkill 1200 |
| 3 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=1,score_Job=1] ShowSkill 1010 |
| 4 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=1,score_Job=1] ShowSkill 1210 |
| 5 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=1,score_Job=1] ShowSkill 1020 |
| 6 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=1,score_Job=1] ShowSkill 1220 |
| 7 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=1,score_Job=1] ShowSkill 1001 |
| 8 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=1,score_Job=1] ShowSkill 1230 |
| 9 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=1,score_Job=1] ShowSkill 1030 |
| 10 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=1,score_Job=1] ShowSkill 1201 |
| 11 | /scoreboard players set @a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=1,score_Job=1] ShowSkill 1240 |

| No. | コマンド |
|-----|---------|
| 12 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=1,score_Job=1] ShowSkill 1021 |
| 13 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=1,score_Job=1] ShowSkill 1221 |
| 14 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=1,score_Job=1] ShowSkill 1211 |
| 15 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=1,score_Job=1] ShowSkill 1002 |
| 16 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=1,score_Job=1] ShowSkill 1231 |
| 17 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=1,score_Job=1] ShowSkill 1011 |
| 18 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=1,score_Job=1] ShowSkill 1202 |
| 19 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=1,score_Job=1] ShowSkill 1031 |
| 20 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=1,score_Job=1] ShowSkill 1222 |
| 21 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=1,score_Job=1] ShowSkill 1022 |
| 22 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=1,score_Job=1] ShowSkill 1040 |
| 23 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=1,score_Job=1] ShowSkill 1003 |
| 24 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=1,score_Job=1] ShowSkill 1241 |
| 25 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=1,score_Job=1] ShowSkill 1212 |
| 26 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=1,score_Job=1] ShowSkill 1232 |
| 27 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=50,score_Level=50,score_Job_min=1,score_Job=1] ShowSkill 1250 |

- 忍者(-1920,11,-191)

| No. | コマンド |
|-----|---------|
| 1 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=2,score_Job=2] ShowSkill 2000 |

| No. | コマンド |
|---|---|
| 2 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=2,score_Job=2] ShowSkill 2200 |
| 3 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=2,score_Job=2] ShowSkill 2210 |
| 4 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=2,score_Job=2] ShowSkill 2010 |
| 5 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=2,score_Job=2] ShowSkill 2020 |
| 6 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=2,score_Job=2] ShowSkill 2220 |
| 7 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=2,score_Job=2] ShowSkill 2030 |
| 8 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=2,score_Job=2] ShowSkill 2040 |
| 9 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=2,score_Job=2] ShowSkill 2201 |
| 10 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=2,score_Job=2] ShowSkill 2050 |
| 11 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=2,score_Job=2] ShowSkill 2011 |
| 12 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=2,score_Job=2] ShowSkill 2211 |
| 13 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=2,score_Job=2] ShowSkill 2221 |
| 14 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=2,score_Job=2] ShowSkill 2230 |
| 15 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=2,score_Job=2] ShowSkill 2060 |
| 16 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=2,score_Job=2] ShowSkill 2202 |
| 17 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=2,score_Job=2] ShowSkill 2031 |
| 18 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=2,score_Job=2] ShowSkill 2070 |
| 19 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=2,score_Job=2] ShowSkill 2012 |
| 20 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=2,score_Job=2] ShowSkill 2222 |

| No. | コマンド |
|---|---|
| 21 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=2,score_Job=2] ShowSkill 2080 |
| 22 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=2,score_Job=2] ShowSkill 2041 |
| 23 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=2,score_Job=2] ShowSkill 2212 |
| 24 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=2,score_Job=2] ShowSkill 2231 |
| 25 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=2,score_Job=2] ShowSkill 2203 |
| 26 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=2,score_Job=2] ShowSkill 2071 |
| 27 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=50,score_Level=50,score_Job_min=2,score_Job=2] ShowSkill 2240 |

- 狩人(-1920,12,-191)

| No. | コマンド |
|---|---|
| 1 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=3,score_Job=3] ShowSkill 3200 |
| 2 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=3,score_Job=3] ShowSkill 3000 |
| 3 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=3,score_Job=3] ShowSkill 3010 |
| 4 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=3,score_Job=3] ShowSkill 3210 |
| 5 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=3,score_Job=3] ShowSkill 3220 |
| 6 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=3,score_Job=3] ShowSkill 3020 |
| 7 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=3,score_Job=3] ShowSkill 3030 |
| 8 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=3,score_Job=3] ShowSkill 3040 |
| 9 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=3,score_Job=3] ShowSkill 3050 |
| 10 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=3,score_Job=3] ShowSkill 3201 |

| No. | コマンド |
| --- | --- |
| 11 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=3,score_Job=3] ShowSkill 3001 |
| 12 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=3,score_Job=3] ShowSkill 3230 |
| 13 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=3,score_Job=3] ShowSkill 3240 |
| 14 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=3,score_Job=3] ShowSkill 3211 |
| 15 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=3,score_Job=3] ShowSkill 3221 |
| 16 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=3,score_Job=3] ShowSkill 3021 |
| 17 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=3,score_Job=3] ShowSkill 3060 |
| 18 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=3,score_Job=3] ShowSkill 3041 |
| 19 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=3,score_Job=3] ShowSkill 3051 |
| 20 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=3,score_Job=3] ShowSkill 3250 |
| 21 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=3,score_Job=3] ShowSkill 3202 |
| 22 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=3,score_Job=3] ShowSkill 3002 |
| 23 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=3,score_Job=3] ShowSkill 3231 |
| 24 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=3,score_Job=3] ShowSkill 3070 |
| 25 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=3,score_Job=3] ShowSkill 3212 |
| 26 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=3,score_Job=3] ShowSkill 3251 |
| 27 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=50,score_Level=50,score_Job_min=3,score_Job=3] ShowSkill 3260 |

- 白魔導士(-1920,13,-191)

| No. | コマンド |
| --- | --- |

| No. | コマンド |
|---|---|
| 1 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=4,score_Job=4] ShowSkill 4200 |
| 2 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=4,score_Job=4] ShowSkill 4210 |
| 3 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=4,score_Job=4] ShowSkill 4000 |
| 4 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=4,score_Job=4] ShowSkill 4010 |
| 5 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=4,score_Job=4] ShowSkill 4201 |
| 6 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=4,score_Job=4] ShowSkill 4211 |
| 7 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=4,score_Job=4] ShowSkill 4220 |
| 8 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=4,score_Job=4] ShowSkill 4020 |
| 9 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=4,score_Job=4] ShowSkill 4011 |
| 10 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=4,score_Job=4] ShowSkill 4030 |
| 11 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=4,score_Job=4] ShowSkill 4212 |
| 12 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=4,score_Job=4] ShowSkill 4202 |
| 13 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=4,score_Job=4] ShowSkill 4040 |
| 14 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=4,score_Job=4] ShowSkill 4012 |
| 15 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=4,score_Job=4] ShowSkill 4221 |
| 16 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=4,score_Job=4] ShowSkill 4213 |
| 17 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=4,score_Job=4] ShowSkill 4031 |
| 18 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=4,score_Job=4] ShowSkill 4021 |
| 19 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=4,score_Job=4] ShowSkill 4013 |

| No. | コマンド |
|---|---|
| 20 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=4,score_Job=4] ShowSkill 4050 |
| 21 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=4,score_Job=4] ShowSkill 4203 |
| 22 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=4,score_Job=4] ShowSkill 4214 |
| 23 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=4,score_Job=4] ShowSkill 4222 |
| 24 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=4,score_Job=4] ShowSkill 4022 |
| 25 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=4,score_Job=4] ShowSkill 4014 |
| 26 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=4,score_Job=4] ShowSkill 4204 |
| 27 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=50,score_Level=50,score_Job_min=4,score_Job=4] ShowSkill 4230 |

- 黒魔導士(-1920,14,-191)

| No. | コマンド |
|---|---|
| 1 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=5,score_Job=5] ShowSkill 5200 |
| 2 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=5,score_Job=5] ShowSkill 5000 |
| 3 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=5,score_Job=5] ShowSkill 5210 |
| 4 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=5,score_Job=5] ShowSkill 5010 |
| 5 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=5,score_Job=5] ShowSkill 5220 |
| 6 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=5,score_Job=5] ShowSkill 5020 |
| 7 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=5,score_Job=5] ShowSkill 5230 |
| 8 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=5,score_Job=5] ShowSkill 5240 |
| 9 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=5,score_Job=5] ShowSkill 5030 |

| No. | コマンド |
|-----|---------|
| 10 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=5,score_Job=5] ShowSkill 5201 |
| 11 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=5,score_Job=5] ShowSkill 5040 |
| 12 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=5,score_Job=5] ShowSkill 5211 |
| 13 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=5,score_Job=5] ShowSkill 5050 |
| 14 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=5,score_Job=5] ShowSkill 5060 |
| 15 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=5,score_Job=5] ShowSkill 5221 |
| 16 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=5,score_Job=5] ShowSkill 5070 |
| 17 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=5,score_Job=5] ShowSkill 5231 |
| 18 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=5,score_Job=5] ShowSkill 5241 |
| 19 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=5,score_Job=5] ShowSkill 5080 |
| 20 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=5,score_Job=5] ShowSkill 5051 |
| 21 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=5,score_Job=5] ShowSkill 5090 |
| 22 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=5,score_Job=5] ShowSkill 5041 |
| 23 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=5,score_Job=5] ShowSkill 5202 |
| 24 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=5,score_Job=5] ShowSkill 5212 |
| 25 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=5,score_Job=5] ShowSkill 5222 |
| 26 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=5,score_Job=5] ShowSkill 5232 |
| 27 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=50,score_Level=50,score_Job_min=5,score_Job=5] ShowSkill 5250 |

- 召喚士(-1920,15,-191)&その他

| No. | コマンド |
|---|---|
| 1 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=6,score_Job=6] ShowSkill 6200 |
| 2 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=6,score_Job=6] ShowSkill 6210 |
| 3 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=6,score_Job=6] ShowSkill 6000 |
| 4 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=6,score_Job=6] ShowSkill 6220 |
| 5 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=6,score_Job=6] ShowSkill 6010 |
| 6 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=6,score_Job=6] ShowSkill 6020 |
| 7 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=6,score_Job=6] ShowSkill 6230 |
| 8 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=6,score_Job=6] ShowSkill 6030 |
| 9 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=6,score_Job=6] ShowSkill 6240 |
| 10 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=6,score_Job=6] ShowSkill 6201 |
| 11 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=6,score_Job=6] ShowSkill 6250 |
| 12 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=6,score_Job=6] ShowSkill 6040 |
| 13 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=6,score_Job=6] ShowSkill 6260 |
| 14 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=6,score_Job=6] ShowSkill 6221 |
| 15 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=6,score_Job=6] ShowSkill 6050 |
| 16 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=6,score_Job=6] ShowSkill 6021 |
| 17 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=6,score_Job=6] ShowSkill 6231 |
| 18 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=6,score_Job=6] ShowSkill 6270 |
| 19 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=6,score_Job=6] ShowSkill 6241 |

| No. | コマンド |
|---|---|
| 20 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=6,score_Job=6] ShowSkill 6280 |
| 21 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=6,score_Job=6] ShowSkill 6202 |
| 22 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=6,score_Job=6] ShowSkill 6290 |
| 23 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=6,score_Job=6] ShowSkill 6060 |
| 24 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=6,score_Job=6] ShowSkill 6070 |
| 25 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=6,score_Job=6] ShowSkill 6222 |
| 26 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=6,score_Job=6] ShowSkill 6080 |
| 27 | /scoreboard players set<br>@a[tag=ShowNewSkill,score_Level_min=50,score_Level=50,score_Job_min=6,score_Job=6] ShowSkill 6300 |
| 28 | /tellraw @a[tag=ShowNewSkill,score_ShowSkill_min=0] {"text":"新しいスキルを覚えた！"} |
| 29 | /scoreboard players tag @a[tag=ShowNewSkill] remove ShowNewSkill |

詳細

1. ShowNewSkillがある時、LevelとJobによってShowSkillを以下のように設定する
2. 新規スキル取得時のメッセージを表示
3. ShowNewSkillを持つプレイヤーからShowNewSkillを削除

- 剣士(Job=1)

| Level | ShowSkill | Level | ShowSkill | Level | ShowSkill |
|---|---|---|---|---|---|
| 1 | 1000 | 20 | 1201 | 38 | 1031 |
| 3 | 1200 | 23 | 1240 | 39 | 1222 |
| 5 | 1010 | 25 | 1021 | 40 | 1022 |
| 8 | 1210 | 26 | 1221 | 43 | 1040 |
| 10 | 1020 | 28 | 1211 | 45 | 1003 |
| 13 | 1220 | 30 | 1002 | 46 | 1241 |
| 15 | 1001 | 33 | 1231 | 48 | 1212 |
| 17 | 1230 | 35 | 1011 | 49 | 1232 |
| 18 | 1030 | 37 | 1202 | 50 | 1250 |

- 忍者(Job=2)

| Level | ShowSkill | Level | ShowSkill | Level | ShowSkill |
| --- | --- | --- | --- | --- | --- |
| 1 | 2000 | 20 | 2050 | 38 | 2012 |
| 3 | 2200 | 23 | 2011 | 39 | 2222 |
| 5 | 2210 | 25 | 2211 | 40 | 2080 |
| 8 | 2010 | 26 | 2221 | 43 | 2041 |
| 10 | 2020 | 28 | 2230 | 45 | 2212 |
| 13 | 2220 | 30 | 2060 | 46 | 2231 |
| 15 | 2030 | 33 | 2202 | 48 | 2203 |
| 17 | 2040 | 35 | 2031 | 49 | 2071 |
| 18 | 2201 | 37 | 2070 | 50 | 2240 |

- 狩人(Job=3)

| Level | ShowSkill | Level | ShowSkill | Level | ShowSkill |
| --- | --- | --- | --- | --- | --- |
| 1 | 3200 | 20 | 3201 | 38 | 3051 |
| 3 | 3000 | 23 | 3001 | 39 | 3250 |
| 5 | 3010 | 25 | 3230 | 40 | 3202 |
| 8 | 3210 | 26 | 3240 | 43 | 3002 |
| 10 | 3220 | 28 | 3211 | 45 | 3231 |
| 13 | 3020 | 30 | 3221 | 46 | 3070 |
| 15 | 3030 | 33 | 3021 | 48 | 3212 |
| 17 | 3040 | 35 | 3060 | 49 | 3251 |
| 18 | 3050 | 37 | 3041 | 50 | 3260 |

- 白魔導士(Job=4)

| Level | ShowSkill | Level | ShowSkill | Level | ShowSkill |
| --- | --- | --- | --- | --- | --- |
| 1 | 4200 | 20 | 4030 | 38 | 4013 |
| 3 | 4210 | 23 | 4212 | 39 | 4050 |
| 5 | 4000 | 25 | 4202 | 40 | 4203 |
| 8 | 4010 | 26 | 4040 | 43 | 4214 |
| 10 | 4201 | 28 | 4012 | 45 | 4222 |
| 13 | 4211 | 30 | 4221 | 46 | 4022 |
| 15 | 4220 | 33 | 4213 | 48 | 4014 |
| 17 | 4020 | 35 | 4031 | 49 | 4204 |
| 18 | 4011 | 37 | 4021 | 50 | 4230 |

- 黒魔導士(`Job`=5)

| Level | ShowSkill | Level | ShowSkill | Level | ShowSkill |
|---|---|---|---|---|---|
| 1 | 5200 | 20 | 5201 | 38 | 5080 |
| 3 | 5000 | 23 | 5040 | 39 | 5051 |
| 5 | 5210 | 25 | 5211 | 40 | 5090 |
| 8 | 5010 | 26 | 5050 | 43 | 5041 |
| 10 | 5220 | 28 | 5060 | 45 | 5202 |
| 13 | 5020 | 30 | 5221 | 46 | 5212 |
| 15 | 5230 | 33 | 5070 | 48 | 5222 |
| 17 | 5240 | 35 | 5231 | 49 | 5232 |
| 18 | 5030 | 37 | 5241 | 50 | 5250 |

- 召喚士(`Job`=6)

| Level | ShowSkill | Level | ShowSkill | Level | ShowSkill |
|---|---|---|---|---|---|
| 1 | 6200 | 20 | 6201 | 38 | 6241 |
| 3 | 6210 | 23 | 6250 | 39 | 6280 |
| 5 | 6000 | 25 | 6040 | 40 | 6202 |
| 8 | 6220 | 26 | 6260 | 43 | 6290 |
| 10 | 6010 | 28 | 6221 | 45 | 6060 |
| 13 | 6020 | 30 | 6050 | 46 | 6070 |
| 15 | 6230 | 33 | 6021 | 48 | 6222 |
| 17 | 6030 | 35 | 6231 | 49 | 6080 |
| 18 | 6240 | 37 | 6270 | 50 | 6300 |

# 時計島

- 位置(-1920,4,096)
- 時計島の形態変化の管理、演出の実行

## コマンド群

| No. | コマンド | 状態 |
|---|---|---|

| No. | コマンド | 状態 |
|---|---|---|
| 1 | /summon XPOrb ~ ~ ~ {Passengers:[{id:Arrow,xTile:-58,yTile:23,zTile:22,life:1200s}, {id:Arrow,xTile:35,yTile:0,zTile:6,life:1200s},{id:Arrow,xTile:59,yTile:0,zTile:6,life:1200s}, {id:Arrow,xTile:35,yTile:0,zTile:30,life:1200s},{id:Arrow,xTile:59,yTile:0,zTile:30,life:1200s}, {id:Arrow,xTile:4000,yTile:255,zTile:4000,life:1200s},{id:Arrow,xTile:4016,yTile:255,zTile:4000,life:1200s}, {id:Arrow,xTile:4000,yTile:255,zTile:4016,life:1200s}, {id:Arrow,xTile:4016,yTile:255,zTile:4016,life:1200s}],Age:6000s} | |
| 2 | /clone ~1 ~ ~ ~1 ~ ~ ~1 ~ ~ filtered force minecraft:command_block 5 | |
| 3 | /scoreboard players test #ConquerPctInt Global 11 40 | |
| 4 | /execute 0-0-1-0-1 -58 23 22 detect ~ ~ ~ minecraft:mob_spawner 0 /blockdata ~ ~ ~ {SpawnData: {id:Villager,Health:0f,DeathTime:19s,Passengers:[{id:Enderman,CustomName:"秒針",DeathLootTable:"usb:entities/clock",Health:50f,Attributes:[{Name:generic.maxHealth,Base:50d}, {Name:generic.movementSpeed,Base:0.45d},{Name:generic.attackDamage,Base:6d}],carried:8}]}} | 条件付き |
| 5 | /execute 0-0-1-0-1 -58 23 22 detect ~ ~ ~ minecraft:mob_spawner 0 /blockdata ~ ~ ~ {RequiredPlayerRange:32s,Delay:100s,SpawnPotentials:} | 条件付き |
| 6 | /execute 0-0-1-0-1 35 0 6 detect ~ ~ ~ minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~24 ~ ~ minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~ ~ ~24 minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~24 ~ ~24 minecraft:bedrock 0 /execute 0-0-1-0-1 4000 255 4000 detect ~16 ~ ~ minecraft:air 0 /execute 0-0-1-0-1 4000 255 4000 detect ~ ~ ~16 minecraft:air 0 /execute 0-0-1-0-1 4000 255 4000 detect ~16 ~ ~16 minecraft:air 0 /execute 0-0-1-0-1 4001 47 4001 detect 4000 255 4000 minecraft:air 0 /clone ~ ~ ~ ~22 ~22 ~22 36 1 7 | 条件付き |
| 7 | /summon Item -1920 7 ~ {Item:{id:stone,Count:1b},Age:5820s} | 条件付き |
| 8 | /scoreboard players test #ConquerPctInt Global 41 70 | |
| 9 | /execute 0-0-1-0-1 -58 23 22 detect ~ ~ ~ minecraft:mob_spawner 0 /blockdata ~ ~ ~ {SpawnData: {id:Villager,Health:0f,DeathTime:19s,Passengers:[{id:Skeleton,CustomName:"分針",SkeletonType:1b,DeathLootTable:"usb:entities/clock",Health:100f,Attributes: [{Name:generic.maxHealth,Base:100d},{Name:generic.movementSpeed,Base:0.45d}, {Name:generic.attackDamage,Base:12d}],HandItems:[{id:minecraft:stick,Count:0b}],Passengers: [{id:AreaEffectCloud,Duration:100,DurationOnUse:0,Radius:2f,RadiusPerTick:0f,RadiusOnUse:0f,Effects: [{Id:2b,Duration:100,Amplifier:2b}]}]}]}} | 条件付き |
| 10 | /execute 0-0-1-0-1 -58 23 22 detect ~ ~ ~ minecraft:mob_spawner 0 /blockdata ~ ~ ~ {RequiredPlayerRange:32s,Delay:100s,SpawnPotentials:} | 条件付き |

| No. | コマンド | 状態 |
|---|---|---|
| 11 | /execute 0-0-1-0-1 35 0 6 detect ~ ~ ~ minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~24 ~ ~ minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~ ~ ~24 minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~24 ~ ~24 minecraft:bedrock 0 /execute 0-0-1-0-1 4000 255 4000 detect ~16 ~ ~ minecraft:air 0 /execute 0-0-1-0-1 4000 255 4000 detect ~ ~ ~16 minecraft:air 0 /execute 0-0-1-0-1 4000 255 4000 detect ~16 ~ ~16 minecraft:air 0 /execute 0-0-1-0-1 4001 24 4001 detect 4000 255 4000 minecraft:air 0 /clone ~ ~ ~ ~22 ~22 ~22 36 1 7 | 条件付き |
| 12 | /summon Item -1920 7 ~ {Item:{id:stone,Count:1b},Age:5820s} | 条件付き |
| 13 | /scoreboard players test #ConquerPctInt Global 71 * | |
| 14 | /execute 0-0-1-0-1 -58 23 22 detect ~ ~ ~ minecraft:mob_spawner 0 /blockdata ~ ~ ~ {SpawnData:{id:Villager,Health:0f,DeathTime:19s,Passengers:[{id:Spider,CustomName:"時針",DeathLootTable:"usb:entities/clock",Health:200f,Attributes:[{Name:generic.maxHealth,Base:200d},{Name:generic.movementSpeed,Base:0.45d},{Name:generic.attackDamage,Base:24d}],Passengers:[{id:AreaEffectCloud,Duration:100,DurationOnUse:0,Radius:2f,RadiusPerTick:0f,RadiusOnUse:0f,Effects:[{Id:2b,Duration:100,Amplifier:5b}]}]}]}} | 条件付き |
| 15 | /execute 0-0-1-0-1 -58 23 22 detect ~ ~ ~ minecraft:mob_spawner 0 /blockdata ~ ~ ~ {RequiredPlayerRange:32s,Delay:100s,SpawnPotentials:} | 条件付き |
| 16 | /execute 0-0-1-0-1 35 0 6 detect ~ ~ ~ minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~24 ~ ~ minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~ ~ ~24 minecraft:bedrock 0 /execute 0-0-1-0-1 35 0 6 detect ~24 ~ ~24 minecraft:bedrock 0 /execute 0-0-1-0-1 4000 255 4000 detect ~16 ~ ~ minecraft:air 0 /execute 0-0-1-0-1 4000 255 4000 detect ~ ~ ~16 minecraft:air 0 /execute 0-0-1-0-1 4000 255 4000 detect ~16 ~ ~16 minecraft:air 0 /execute 0-0-1-0-1 4001 1 4001 detect 4000 255 4000 minecraft:air 0 /clone ~ ~ ~ ~22 ~22 ~22 36 1 7 | 条件付き |
| 17 | /summon Item -1920 7 ~ {Item:{id:stone,Count:1b},Age:5820s} | 条件付き |

## 詳細

1. 9つの矢を乗せたEXPオーブをその場に召喚 (なんで?)
2. 次のコマンド(時計島のNo.3のコマブロ)を実行
3. #ConquerPctIntのGlobalが11以上40以下の時以下の事柄を実行
    1. (-58,23,22)にあるスポーンブロックが0であるとき、このスポーンブロックを[秒針]のものに置き換える
    2. 時計島の底面の4隅の岩盤が存在し、時計島のクローン元(4000,255,4000)のy=255に空気ブロックが存在するとき、(4001,47,4001)にある時計島第二形態を(36,1,7)にコピーする
    3. (-1920,7,-96)に石をドロップし、**時計島のアラーム**を実行
4. #ConquerPctIntのGlobalが41以上70以下の時以下の事柄を実行
    1. (-58,23,22)にあるスポーンブロックが0であるとき、このスポーンブロックを[分針]のものに置き換える

2. 時計島の底面の4隅の岩盤が存在し、時計島のクローン元(4000,255,4000)のy=255に空気ブロックが存在するとき、(4001,24,4001)にある時計島第三形態を(36,1,7)にコピーする
3. (-1920,7,-96)に石をドロップし、**時計島のアラーム**を実行
5. #ConquerPctIntのGlobalが71以上の時以下の事柄を実行
1. (-58,23,22)にあるスポーンブロックが0であるとき、このスポーンブロックを[時針]のものに置き換える
2. 時計島の底面の4隅の岩盤が存在し、時計島のクローン元(4000,255,4000)のy=255に空気ブロックが存在するとき、(4001,1,4001)にある時計島第三形態を(36,1,7)にコピーする
3. (-1920,7,-96)に石をドロップし、**時計島のアラーム**を実行

## 時計島のアラーム

- 位置(-1920,6,096)

| No. | コマンド | 状態 |
| --- | --- | --- |
| 1 | /execute @a ~ ~ ~ /playsound block.anvil.land master @a[c=1] ~ ~100 ~ 0.3 1.414 0.3 | リピート |
| 2 | /time set 23400 | |

- 音を鳴らし、時間を23400に設定する

---

# Entity

## CommonGM

```
ArmorStand ~ ~ ~ {NoGravity:1b,HurtByTimestamp:0,Attributes:[0:
{Base:20.0d,Name:"generic.maxHealth"},1:
{Base:0.0d,Name:"generic.knockbackResistance"},2:
{Base:0.699999988079071d,Name:"generic.movementSpeed"},3:
{Base:0.0d,Name:"generic.armor"},4:
{Base:0.0d,Name:"generic.armorToughness"}],Invulnerable:1b,FallFlying:0b,ShowArms:0b,Po
rtalCooldown:0,AbsorptionAmount:0.0f,FallDistance:0.0f,DisabledSlots:31,DeathTime:0s,Po
se:{},Invisible:1b,Tags:[0:"TypeChecked",1:"SystemEntity"],Motion:
[0:0.0d,1:0.0d,2:0.0d],Small:1b,UUIDLeast:1L,Health:20.0f,Air:300s,OnGround:0b,Dimensio
n:0,Marker:1b,Rotation:[0:0.0f,1:0.0f],HandItems:[0:{},1:
{}],UUIDMost:1L,CustomName:"CommonGM",Pos:
[0:-1919.5d,1:6.5d,2:-191.5d],Fire:0s,ArmorItems:[0:{},1:{},2:{},3:
{}],NoBasePlate:1b,HurtTime:0s,CustomNameVisible:1b}
```

| No. | Tag Name |
| --- | --- |
| 1 | TypeChecked |
| 2 | SystemEntity |

## コーラスマイト

```
Endermite ~ ~ ~ {CustomName:"コーラスマイト",Health:200f,Lifetime:1900,Attributes:
[{Name:"generic.maxHealth",Base:200d},{Name:"generic.movementSpeed",Base:0.3d},
{Name:"generic.attackDamage",Base:1d},{Name:"generic.knockbackResistance",Base:0.3d},
```

```
{Name:"generic.followRange",Base:32d}],HandItems:[{tag:{ench:
[{id:19s,lvl:20s}]},id:"minecraft:iron_sword",Count:0b,Damage:0s},{}]}
```

## Team

- (空白):最初にログインしたときのチーム
- FriendlyTeam:通常プレイ時のチーム

## Score

LoadJob/SaveJob

| 値 | 職業 |
| --- | --- |
| 1 | 剣士 |
| 2 | 忍者 |
| 3 | 狩人 |
| 4 | 白魔導士 |
| 5 | 黒魔導士 |
| 6 | 召喚士 |