

- 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

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|----|--|
| 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 |
| 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 |

No. コマンド

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| 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#MWCBBase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#MWCBBase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