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		
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**	

No.	コマンド	コメント	状態
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**	
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

No.	コマンド	コメント	状態
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
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

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
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

No.	コマンド
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

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	

No.	コマンド	状態
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

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

No.	コマンド	状態
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"}}	
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
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

No.	コマンド
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
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 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

No.	コマンド	状態
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	
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"}]
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

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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
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 *	
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
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

No.	コマンド	状態
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	

No.	コマンド	状態
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

Hunger	Effect
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
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

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
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
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 10000000 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 10000000 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 10000000 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)
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	
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	

No.	コマンド	状態
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
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	

No.	コマンド	状態
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	条件付き
7	/execute 0-0-1-0-1 -1920 4 -96 /clone ~ ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###時計島	条件付き
8	/scoreboard players test ForceNight Settings 1 *	条件付き
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

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
12	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=1,score_Job=1] ShowSkill 1021
13	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=1,score_Job=1] ShowSkill 1221
14	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=1,score_Job=1] ShowSkill 1211
15	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=1,score_Job=1] ShowSkill 1002
16	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=1,score_Job=1] ShowSkill 1231
17	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=1,score_Job=1] ShowSkill 1011

No.	コマンド
18	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=1,score_Job=1] ShowSkill 1202
19	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=1,score_Job=1] ShowSkill 1031
20	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=1,score_Job=1] ShowSkill 1222
21	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=1,score_Job=1] ShowSkill 1022
22	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=1,score_Job=1] ShowSkill 1040
23	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=1,score_Job=1] ShowSkill 1003
24	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=1,score_Job=1] ShowSkill 1241
25	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=1,score_Job=1] ShowSkill 1212
26	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=1,score_Job=1] ShowSkill 1232
27	/scoreboard players set @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 @a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=2,score_Job=2] ShowSkill 2000
2	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=2,score_Job=2] ShowSkill 2200
3	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=2,score_Job=2] ShowSkill 2210
4	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=2,score_Job=2] ShowSkill 2010
5	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=2,score_Job=2] ShowSkill 2020
6	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=2,score_Job=2] ShowSkill 2220
7	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=2,score_Job=2] ShowSkill 2030
8	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=2,score_Job=2] ShowSkill 2040
9	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=2,score_Job=2] ShowSkill 2201
10	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=2,score_Job=2] ShowSkill 2050
11	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=2,score_Job=2] ShowSkill 2011
12	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=2,score_Job=2] ShowSkill 2211

No.	コマンド
13	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=2,score_Job=2] ShowSkill 2221
14	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=2,score_Job=2] ShowSkill 2230
15	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=2,score_Job=2] ShowSkill 2060
16	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=2,score_Job=2] ShowSkill 2202
17	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=2,score_Job=2] ShowSkill 2031
18	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=2,score_Job=2] ShowSkill 2070
19	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=2,score_Job=2] ShowSkill 2012
20	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=2,score_Job=2] ShowSkill 2222
21	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=2,score_Job=2] ShowSkill 2080
22	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=2,score_Job=2] ShowSkill 2041
23	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=2,score_Job=2] ShowSkill 2212
24	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=2,score_Job=2] ShowSkill 2231
25	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=2,score_Job=2] ShowSkill 2203
26	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=2,score_Job=2] ShowSkill 2071
27	/scoreboard players set @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 @a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=3,score_Job=3] ShowSkill 3200
2	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=3,score_Job=3] ShowSkill 3000
3	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=3,score_Job=3] ShowSkill 3010
4	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=3,score_Job=3] ShowSkill 3210
5	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=3,score_Job=3] ShowSkill 3220
6	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=3,score_Job=3] ShowSkill 3020
7	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=3,score_Job=3] ShowSkill 3030

No.	コマンド
8	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=3,score_Job=3] ShowSkill 3040
9	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=3,score_Job=3] ShowSkill 3050
10	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=3,score_Job=3] ShowSkill 3201
11	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=3,score_Job=3] ShowSkill 3001
12	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=3,score_Job=3] ShowSkill 3230
13	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=3,score_Job=3] ShowSkill 3240
14	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=3,score_Job=3] ShowSkill 3211
15	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=3,score_Job=3] ShowSkill 3221
16	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=3,score_Job=3] ShowSkill 3021
17	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=3,score_Job=3] ShowSkill 3060
18	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=3,score_Job=3] ShowSkill 3041
19	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=3,score_Job=3] ShowSkill 3051
20	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=3,score_Job=3] ShowSkill 3250
21	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=3,score_Job=3] ShowSkill 3202
22	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=3,score_Job=3] ShowSkill 3002
23	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=3,score_Job=3] ShowSkill 3231
24	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=3,score_Job=3] ShowSkill 3070
25	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=3,score_Job=3] ShowSkill 3212
26	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=3,score_Job=3] ShowSkill 3251
27	/scoreboard players set @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
1	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=4,score_Job=4] ShowSkill 4200

No.	コマンド
2	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=4,score_Job=4] ShowSkill 4210
3	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=4,score_Job=4] ShowSkill 4000
4	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=4,score_Job=4] ShowSkill 4010
5	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=4,score_Job=4] ShowSkill 4201
6	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=4,score_Job=4] ShowSkill 4211
7	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=4,score_Job=4] ShowSkill 4220
8	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=4,score_Job=4] ShowSkill 4020
9	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=4,score_Job=4] ShowSkill 4011
10	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=4,score_Job=4] ShowSkill 4030
11	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=4,score_Job=4] ShowSkill 4212
12	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=4,score_Job=4] ShowSkill 4202
13	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=4,score_Job=4] ShowSkill 4040
14	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=4,score_Job=4] ShowSkill 4012
15	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=4,score_Job=4] ShowSkill 4221
16	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=4,score_Job=4] ShowSkill 4213
17	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=4,score_Job=4] ShowSkill 4031
18	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=4,score_Job=4] ShowSkill 4021
19	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=4,score_Job=4] ShowSkill 4013
20	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=4,score_Job=4] ShowSkill 4050
21	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=4,score_Job=4] ShowSkill 4203
22	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=4,score_Job=4] ShowSkill 4214
23	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=4,score_Job=4] ShowSkill 4222
24	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=4,score_Job=4] ShowSkill 4022

No.	コマンド
25	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=4,score_Job=4] ShowSkill 4014
26	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=4,score_Job=4] ShowSkill 4204
27	/scoreboard players set @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 @a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=5,score_Job=5] ShowSkill 5200
2	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=5,score_Job=5] ShowSkill 5000
3	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=5,score_Job=5] ShowSkill 5210
4	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=5,score_Job=5] ShowSkill 5010
5	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=5,score_Job=5] ShowSkill 5220
6	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=5,score_Job=5] ShowSkill 5020
7	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=5,score_Job=5] ShowSkill 5230
8	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=5,score_Job=5] ShowSkill 5240
9	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=5,score_Job=5] ShowSkill 5030
10	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=5,score_Job=5] ShowSkill 5201
11	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=5,score_Job=5] ShowSkill 5040
12	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=5,score_Job=5] ShowSkill 5211
13	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=5,score_Job=5] ShowSkill 5050
14	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=5,score_Job=5] ShowSkill 5060
15	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=5,score_Job=5] ShowSkill 5221
16	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=5,score_Job=5] ShowSkill 5070
17	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=5,score_Job=5] ShowSkill 5231
18	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=5,score_Job=5] ShowSkill 5241
19	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=5,score_Job=5] ShowSkill 5080

No.	コマンド
20	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=5,score_Job=5] ShowSkill 5051
21	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=5,score_Job=5] ShowSkill 5090
22	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=5,score_Job=5] ShowSkill 5041
23	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=5,score_Job=5] ShowSkill 5202
24	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=5,score_Job=5] ShowSkill 5212
25	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=5,score_Job=5] ShowSkill 5222
26	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=5,score_Job=5] ShowSkill 5232
27	/scoreboard players set @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 @a[tag=ShowNewSkill,score_Level_min=1,score_Level=1,score_Job_min=6,score_Job=6] ShowSkill 6200
2	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=3,score_Level=3,score_Job_min=6,score_Job=6] ShowSkill 6210
3	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=5,score_Level=5,score_Job_min=6,score_Job=6] ShowSkill 6000
4	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=8,score_Level=8,score_Job_min=6,score_Job=6] ShowSkill 6220
5	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=10,score_Level=10,score_Job_min=6,score_Job=6] ShowSkill 6010
6	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=13,score_Level=13,score_Job_min=6,score_Job=6] ShowSkill 6020
7	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=15,score_Level=15,score_Job_min=6,score_Job=6] ShowSkill 6230
8	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=17,score_Level=17,score_Job_min=6,score_Job=6] ShowSkill 6030
9	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=18,score_Level=18,score_Job_min=6,score_Job=6] ShowSkill 6240
10	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=20,score_Level=20,score_Job_min=6,score_Job=6] ShowSkill 6201
11	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=23,score_Level=23,score_Job_min=6,score_Job=6] ShowSkill 6250
12	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=25,score_Level=25,score_Job_min=6,score_Job=6] ShowSkill 6040
13	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=26,score_Level=26,score_Job_min=6,score_Job=6] ShowSkill 6260
14	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=28,score_Level=28,score_Job_min=6,score_Job=6] ShowSkill 6221

No.	コマンド
15	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=30,score_Level=30,score_Job_min=6,score_Job=6] ShowSkill 6050
16	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=33,score_Level=33,score_Job_min=6,score_Job=6] ShowSkill 6021
17	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=35,score_Level=35,score_Job_min=6,score_Job=6] ShowSkill 6231
18	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=37,score_Level=37,score_Job_min=6,score_Job=6] ShowSkill 6270
19	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=38,score_Level=38,score_Job_min=6,score_Job=6] ShowSkill 6241
20	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=39,score_Level=39,score_Job_min=6,score_Job=6] ShowSkill 6280
21	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=40,score_Level=40,score_Job_min=6,score_Job=6] ShowSkill 6202
22	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=43,score_Level=43,score_Job_min=6,score_Job=6] ShowSkill 6290
23	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=45,score_Level=45,score_Job_min=6,score_Job=6] ShowSkill 6060
24	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=46,score_Level=46,score_Job_min=6,score_Job=6] ShowSkill 6070
25	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=48,score_Level=48,score_Job_min=6,score_Job=6] ShowSkill 6222
26	/scoreboard players set @a[tag=ShowNewSkill,score_Level_min=49,score_Level=49,score_Job_min=6,score_Job=6] ShowSkill 6080
27	/scoreboard players set @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

Level	ShowSkill	Level	ShowSkill	Level	ShowSkill
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
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

No.	コマンド	状態
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
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

No.	コマンド	状態
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

マクラエル内部

- 位置(-1896,117,-136)

コマンド群

コマンドトロッコ

- /execute @p[r=30,m=!creative] ~ ~ ~ /clone -1870 4 -194 -1870 4 -158 -1870 4 -194 filtered force minecraft:command_block

No.	コマンド
1	/blockdata -1884 11 -200 {auto:true}
2	/blockdata -1901 4 -192 {auto:true}

No.	コマンド
3	/clone -1870 4 -195 -1870 4 -195 -1870 4 -195 filtered force minecraft:command_block

詳細

コマンドトロッコ

- 周囲30m以内にcreativeでないプレイヤーがいる時、スコアボードの設定などを実行

1. (-1884,11,-200)にあるコマンドブロックに{auto:true}を付与
2. (-1901,4,-192)にあるメインクロック開始時にリセットするもののNo.20のコマンドブロックに{auto:true}を付与
3. (-1870,4,-195)にあるメインクロックOFFを実行

スコアボードの設定

そのうち

メインクロックOFF

- 位置(-1870,4,-195)
- (-1870,7,-195)にあるスイッチ(赤い羊毛についているやつ)によって手動にて操作可能

コマンド群

No.	コマンド	状態
1	/blockdata -1920 4 -200 {auto:false}	
2	/blockdata -1920 4 -111 {auto:false}	条件付き
3	/kill 0-0-2-0-2	条件付き

詳細

1. (-1920,4,-200)にある毎tick必ず最初に実行したいコマンド群を停止
2. (-1920,4,-111)にある毎tick必ず最後にに実行したいコマンド群その2を停止
3. SystemKeeper君をキル

メインクロックON

- 位置(-1870,4,-194)
- (-1870,7,-194)にあるスイッチ(青い羊毛についているやつ)によって手動にて操作可能

コマンド群

No.	コマンド	状態
1	(空白)	
2	/clone -1924 4 -200 -1924 4 -111 -1920 4 -200 filtered force minecraft:command_block 5	
3	/summon ArmorStand -1870 10 -197 {Invulnerable:true,Tags:[SystemEntity,TypeChecked],Rotation: [90f,0f],CustomNameVisible:true,CustomName:"SystemKeeper",UUIDMost:2l,UUIDLeast:2l}	条件付き

詳細

1. 毎tick実行するコマンド群を実行
2. SystemKeeper君を(-1870,10,-197)に召喚し、メインクロックを作動させる

毎tick実行するコマンド群

実行されるコマンド群 (x=-1920,y=4)

z座標	コマンド群名称、先頭処理名
-200	毎tick必ず最初に実行したいコマンド群
-192	メインクロック開始時にリセットするもの
-189	ベッド処理
-184	黙想終了処理Mokuso
-181	与ダメージDamegeDealt
-180	スニークSneakTime
-178	報酬用演出
-177	範囲化可能スキル判定
-175	剣士即時分岐
-167	狩人即時分岐
-157	黒魔導士即時分岐
-144	乱数取得
-143	忍者スキル?
-138	白魔導士スキル?
-135	印判処理?
-113	スキル名表示呼び出し
-111	毎tick必ず最後に実行したいコマンド群

(これらすべてを"毎tick実行するコマンド群"って呼ぶのかな?)

SystemKeeper処理

- 位置(-1870,7,-197)
- SystemKeeperがこの上にいる限り実行される

コマンド群

No.	コマンド	状態
1	/fill ~ ~1 ~ ~ ~1 ~ minecraft:stone_pressure_plate 0 replace minecraft:stone_pressure_plate	リピート
2	/tp @e[dy=2] ~ ~2 ~	
3	/me は秩序を取り戻した。	
4	/clone -1924 4 -200 -1924 4 -111 -1920 4 -200 filtered force minecraft:command_block 5	
5	/clone -1870 4 -193 -1870 4 -193 -1870 4 -193 filtered force minecraft:command_block 1 ###チャンクローダー設定	

詳細

1. (-1870,8,-197)のSystemKeeperの足元に石の感圧版を設置
2. [SystemKeerer]を2m上に移動
3. 秩序が戻った旨の通知を出す
4. 毎tick実行するコマンド群を実行
5. (-1870,5,-203)にあるチャンクローダー設定を実行

チャンクローダー設定

- 位置(-1870,5,-203)
- スポーンチャンクを常に読み込むための装置 (のはず)

コマンド

- /blockdata ~-2 ~ ~ {Items:[{id:"minecraft:cactus",Count:127b,Slot:0b},{id:"minecraft:coal",Count:127b,Slot:1b}]}

詳細

1. (-1872,5,-203)のかまどにサボテンと石炭を入れる
2. サボテンが燃えたらネザーポータルに送り込むと同時に再びコマンドを実行
3. これを繰り返す

毎tick必ず最初に実行したいコマンド群

- 位置(-1920,4,-200)

コマンド群

No.	コマンド	コメント	状態
1	/clone ~-4 ~ ~ ~-4 ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###セルフクロック		
2	/scoreboard players tag @e[tag=FloatingRequired] add Garbage {OnGround:true}	接地削除処理 FloatingRequired	
3	/scoreboard players tag @e[tag=CooldownRequired] add Garbage {PortalCooldown:0}	時間削除処理 CooldownRequired PortalCooldown=0 なら削除	
4	/scoreboard players tag @e[tag=Slimy] add Garbage {AbsorptionAmount:0f}	自然スライム系削除	
5	/entitydata @e[tag=Garbage] {Size:0}		条件付き
6	/entitydata @e[type=LavaSlime,tag=Garbage,name=!] {Size:1,CustomName:,CustomNameVisible:false}		条件付き
7	/entitydata @e[tag=Garbage] {Health:0f,DeathTime:19s,Silent:true}	不要エンティティ削除 タグGarbage	
8	/kill @e[tag=Garbage]		条件付き
9	/scoreboard players set @a[score_USBDimension_min=0] AreaChangeFlag -100 {Dimension:-1}	エリア変更処理 範囲と USBDimension 変更は必ず0tickで 表示はAreaTitleFlag	
10	/scoreboard players set @a[score_USBDimension=99] AreaChangeFlag 110 {Dimension:1}		
11	/scoreboard players set @a[rm=0,score_USBDimension=-1] AreaChangeFlag 0		
12	/scoreboard players set @a[rm=0,score_USBDimension_min=100] AreaChangeFlag 0		

No.	コマンド	コメント	状態
13	/scoreboard players set @a[x=-192,y=-200,z=-288,dx=511,dy=600,dz=511,score_USBDimension_min=1,SKYLANDS] AreaChangeFlag 0		
14	/scoreboard players set @a[x=752,y=-200,z=-320,dx=1439,dy=600,dz=703,score_USBDimension=0,UNDERWORLD] AreaChangeFlag 1		
15	/scoreboard players set @a[x=752,y=-200,z=-320,dx=1439,dy=600,dz=703,score_USBDimension_min=2,UNDERWORLD] AreaChangeFlag 1		
16	/scoreboard players set @a[x=-3072,y=-200,z=-656,dx=1727,dy=600,dz=1103,score_USBDimension=9,CLOUDIA] AreaChangeFlag 10		
17	/scoreboard players set @a[x=-3072,y=-200,z=-656,dx=1727,dy=600,dz=1103,score_USBDimension_min=11,CLOUDIA] AreaChangeFlag 10		
18	/scoreboard players set @a[x=-288,y=-200,z=-2672,dx=639,dy=600,dz=1311,score_USBDimension=10,TABLE_MOUNTAIN] AreaChangeFlag 11		
19	/scoreboard players set @a[x=-288,y=-200,z=-2672,dx=639,dy=600,dz=1311,score_USBDimension_min=12,TABLE_MOUNTAIN] AreaChangeFlag 11		
20	/scoreboard players set @a[x=-240,y=-200,z=448,dx=559,dy=600,dz=575,score_USBDimension=11,GULLIVERS_LAND] AreaChangeFlag 12		
21	/scoreboard players set @a[x=-240,y=-200,z=448,dx=559,dy=600,dz=575,score_USBDimension_min=13,GULLIVERS_LAND] AreaChangeFlag 12		
22	/scoreboard players set @a[x=752,y=-200,z=1024,dx=2063,dy=600,dz=2095,score_USBDimension=12,ICE_SHEET_FLOAT] AreaChangeFlag 13		
23	/scoreboard players set @a[x=752,y=-200,z=1024,dx=2063,dy=600,dz=2095,score_USBDimension_min=14,ICE_SHEET_FLOAT] AreaChangeFlag 13		
24	/execute @a[score_USBDimension=-1,c=1] ~ ~ ~ /scoreboard players set @a[x=-640,y=-200,z=-832,dx=1207,dy=600,dz=991,score_USBDimension_min=-99,NETHER] AreaChangeFlag -100 {Dimension:-1}		
25	/execute @a[score_USBDimension=-1,c=1] ~ ~ ~ /scoreboard players set @a[x=-624,y=-200,z=672,dx=1375,dy=600,dz=943,score_USBDimension=-91,NETHER_TRIAL] AreaChangeFlag -90 {Dimension:-1}		
26	/execute @a[score_USBDimension=-1,c=1] ~ ~ ~ /scoreboard players set @a[x=-624,y=-200,z=672,dx=1375,dy=600,dz=943,score_USBDimension_min=-89,NETHER_TRIAL] AreaChangeFlag -90 {Dimension:-1}		
27	/execute @a[score_USBDimension=-1,c=1] ~ ~ ~ /scoreboard players set @a[x=-624,y=-200,z=672,dx=1375,dy=600,dz=943,score_USBDimension_min=-89,NETHER_TRIAL] AreaChangeFlag -90 {Dimension:-1}		
28	/execute @a[score_AreaChangeFlag_min=-100] ~ ~ ~ /scoreboard players operation @a[c=1] USBDimension = @a[c=1] AreaChangeFlag		

No.	コマンド	コメント	状態
29	/execute @a[score_AreaChangeFlag_min=-100] ~ ~ ~ /scoreboard players operation @a[c=1] AreaTitleFlag >< @a[c=1] AreaChangeFlag		条件付き
30	/clone -1920 8 ~ -1920 9 ~ -1920 8 ~ filtered force minecraft:command_block 5 ###エリアタイトル表示		条件付き
31	/tellraw @a[m=adventure,tag=!Adv,team=!] {"text":"ブロックの設置・破壊制限が解除された。","color":"dark_aqua"}	ゲームモード変更 タグ有無 Adv	
32	/gamemode survival @a[m=adventure,tag=!Adv,team=!]		条件付き
33	/tellraw @a[m=survival,tag=Adv] {"text":"ブロックの設置・破壊が制限された。","color":"red"}		
34	/gamemode adventure @a[m=survival,tag=Adv]		条件付き
35	/scoreboard players test #SkillTargetCount Global 1 *	SkillTarger位置復元	
36	/tp @e[tag=SkillTarget] ~ ~-0.4 ~		条件付き
37	/scoreboard players tag @e[tag=SkillTarget] remove SkillTarget		条件付き
38	/blockdata ~ ~-1 ~ {Items:[{id:minecraft:porkchop,Count:1b,Slot:0b,Damage:0s}],CookTimeTotal:20s}	1秒クロック	
39	/clone -1920 11 ~ -1920 12 ~ -1920 11 ~ filtered force minecraft:command_block 5 ### 1 秒毎処理		条件付き
40	/gamerule mobGriefing	mobGriefing修正	
41	/scoreboard players test MobGriefing Settings * 0		
42	/gamerule mobGriefing true		条件付き
43	/difficulty hard		条件付き
44	/scoreboard players tag @e[type=FallingSand] add Garbage {FallDistance:0f}	砂バグ対策	

No.	コマンド	コメント	状態
45	/scoreboard players tag @e[type=FallingSand,tag=Garbage] remove Garbage {Time:0}		条件付き
46	/testforblock -1875 5 -198 minecraft:stone_pressure_plate 0		
47	/summon ArmorStand -1875 5 -198 {Health:0f,DeathTime:19s}		条件付き
48	/tellraw AiAkaishi {"score":{"name":"*","objective":"CoolTickCounter"}}		条件付き

詳細

1. 毎tick必ず最初に実行したいコマンド群を実行 (ここで自身を呼び出すことでクロックを行っている)
2. FloationRequiredを持ち、{OnGround:true}であるエンティティとCooldownRequiredを持ち、{PortalCooldown:0}であるエンティティにGarbageを付与
3. Slimyを持ち、{AbsorptionAmount:0f}であるエンティティが存在したらGarbageを付与し、以下の事柄を実行
    1. Garbageを持つエンティティに{Size:0}を付与
    2. Garbageを持ち、nameが無いマグマキューブに{Size:1,CustomName:,CustomNameVisible:false}を付与
4. Garbageを持つエンティティに{Health:0f,DeathTime:19s,Silent:true}を付与し、killする
5. USBDimensionが0以上であり、ネザーにいる(Dimension:-1)プレイヤーのAreaChangeFlagを-100に設定
6. USBDimensionが99以下であり、エンドにいる(Dimension:1)プレイヤーのAreaChangeFlagを110に設定
7. USBDimensionが-1以下であり、0m以上外側にいる(Overworldにいることの検知?)プレイヤーのAreaChangeFlagを0に設定
8. USBDimensionが100以上であり、0m以上外側にいる(Overworldにいることの検知?)プレイヤーのAreaChangeFlagを0に設定
9. 以下の表のようにプレイヤーのいる場所に対するAreaChangeFlagを変更
10. AreaChangeFlagが-100以上であるプレイヤーいる場合、一人選択しUSBDimensionにAreaChangeFlagを代入して、以下の事柄を実行
    1. AreaTileFlagとAreaChangeFlagとの値を入れ替える
    2. (-1920,9,-200)にあるエリア侵入記録と(-1920,8,-200)にあるエリア処理を実行
11. adventureであり、Advがなく、何かしらのteamに所属しているプレイヤーがいる場合、アドベンチャーモード解除の旨のメッセージを出し、survivalに変更
12. survivalであり、Advがあるプレイヤーがいる場合、アドベンチャーモードに変更された旨のメッセージを出し、adventureに変更
13. #SkillTargetCountのGlobalが1以上である時、以下の事柄を実行
    1. SkillTargetを持つエンティティを0.4m下に移動
    2. SkillTargetを持つエンティティからSkillTargetを消去
14. (-1883,3,-200)にあるかまどに1秒で燃焼する豚肉を入れることができたら(要は1秒たったら)、(-1920,11,-200)にある時間経過と(-1920,12,-200)にあるAEC維持を実行
15. mobGriefingについて表示? (よくわからない)
16. mobGriefingが0以下(false)の時、mobGriefing=trueとし、難易度をhardに変更
17. FallingSandを持ち、{FallDistance:0f}であるエンティティにGarbageを付与し、{Time:0}であるエンティティからGarbageを削除
18. (-1875,5,-198)に石の感圧板があるとき、以下の事柄を実行 (恐らくデバッグ用なので無視して構わない)
    ○ 1tickで死亡するアーマースタンドを(-1875,5,-198)に召喚し、AiAkaishiにCoolTickCounterを持つエンティティの名前を送信する

AreaName	プレイヤーの位置	USBDimension	AreaChangeFlag
SKYLANDS	x=-192,y=-200,z=-288,dx=511,dy=600,dz=511	1~	0
UNDERWORLD	x=752,y=-200,z=-320,dx=1439,dy=600,dz=703	~0 or 2~	1
CLOUDIA	x=-3072,y=-200,z=-656,dx=1727,dy=600,dz=1103	~9 or 11~	10
TABLE_MOUNTAIN	x=-288,y=-200,z=-2672,dx=639,dy=600,dz=1311	~10 or 12~	11

AreaName	プレイヤーの位置	USBDimension	AreaChangeFlag
GULLIVERS_LAND	x=-240,y=-200,z=448,dx=559,dy=600,dz=575	~11 or 13~	12
ICE_SHEET_FLOAT	x=752,y=-200,z=1024,dx=2063,dy=600,dz=2095	~12 or 14~	13
NETHER	x=-640,y=-200,z=-832,dx=1207,dy=600,dz=991 かつ ネザーにいる	-99~	-100
NETHER_TRIAL	x=-624,y=-200,z=672,dx=1375,dy=600,dz=943 かつ ネザーにいる	~-91 or -89~	-90

エリア侵入記録

- 位置(-1920,9,-200)

コマンド群

No.	コマンド	コメント	状態
1	/execute @a[score_AreaTitleFlag_min=1,score_AreaTitleFlag=1,c=1] ~ ~ ~ /scoreboard players tag @e[-1920,6,-193,dx=0,type=AreaEffectCloud,tag=!Enter] add Enter	エリア侵入記録	
2	/execute @a[score_AreaTitleFlag_min=10,score_AreaTitleFlag=10,c=1] ~ ~ ~ /scoreboard players tag @e[-1920,6,-194,dx=0,type=AreaEffectCloud,tag=!Enter] add Enter		
3	/execute @a[score_AreaTitleFlag_min=11,score_AreaTitleFlag=11,c=1] ~ ~ ~ scoreboard players tag @e[-1920,6,-195,dx=0,type=AreaEffectCloud,tag=!Enter] add Enter		
4	/execute @a[score_AreaTitleFlag_min=12,score_AreaTitleFlag=12,c=1] ~ ~ ~ /scoreboard players tag @e[-1920,6,-196,dx=0,type=AreaEffectCloud,tag=!Enter] add Enter		
5	/execute @a[score_AreaTitleFlag_min=13,score_AreaTitleFlag=13,c=1] ~ ~ ~ /scoreboard players tag @e[-1920,6,-197,dx=0,type=AreaEffectCloud,tag=!Enter] add Enter		
6	/execute @a[score_AreaTitleFlag_min=-100] ~ ~1 ~ /tp @a[c=1] @e[r=4,tag=ViewPoint,c=1]		
7	/scoreboard players reset @a[score_AreaTitleFlag_min=-100] InstantChangeA	エリア移動時スキル設定無効化	
8	/scoreboard players reset @a[score_AreaTitleFlag_min=-100] InstantChangeB		
9	/scoreboard players reset @a[score_AreaTitleFlag_min=-100] ModeChangeA		
10	/scoreboard players reset @a[score_AreaTitleFlag_min=-100] ModeChangeB		
11	長いので下に移動		
12	/tellraw @a[-2725,88,-382,r=2,score_AreaTitleFlag_min=10,score_AreaTitleFlag=10,tag=TrialSet] {"translate":"* %1$s を受け取った。","with":[{"text":"お試しセットの印玉","color":"aqua"}]}		条件付き
13	/scoreboard players tag @a[-2725,88,-382,r=2,score_AreaTitleFlag_min=10,score_AreaTitleFlag=10,tag=TrialSet] remove TrialSet		条件付き
14	/scoreboard players set @a[score_AreaTitleFlag_min=-100] AreaTitleFlag -999		

No.11

```
/give @a[-2725,88,-382,r=2,score_AreaTitleFlag_min=10,score_AreaTitleFlag=10,tag=TrialSet]
minecraft:spawn_egg 1 0 {display:{Name:"§bお試しセットの印玉",Lore:["§rモードスキル用お試しセットが入っている。","§rなくな
ったら交易島のアルバイトから買おう。"]},ench:[],EntityTag:{id:Bat,DeathTime:19s,ActiveEffects:
[{Id:7b,Duration:100,Amplifier:5b,ShowParticles:false},
{Id:14b,Duration:100,Amplifier:0b,ShowParticles:false}],Tags:
[RewardEgg,TypeChecked],DeathLootTable:"usb:signs/skillkit"},CanPlaceOn:
```

```
["minecraft:stone","minecraft:grass","minecraft:dirt","minecraft:cobblestone","minecraft:planks","minecr
aft:sapling","minecraft:bedrock","minecraft:flowing_water","minecraft:water","minecraft:flowing_lava","m
inecraft:lava","minecraft:sand","minecraft:gravel","minecraft:gold_ore","minecraft:iron_ore","minecraft:
coal_ore","minecraft:log","minecraft:leaves","minecraft:sponge","minecraft:glass","minecraft:lapis_ore",
"minecraft:lapis_block","minecraft:dispenser","minecraft:sandstone","minecraft:noteblock","minecraft:bed
","minecraft:golden_rail","minecraft:detector_rail","minecraft:sticky_piston","minecraft:web","minecraft
:tallgrass","minecraft:deadbush","minecraft:piston","minecraft:piston_head","minecraft:wool","minecraft:
piston_extension","minecraft:yellow_flower","minecraft:red_flower","minecraft:brown_mushroom","minecraft
:red_mushroom","minecraft:gold_block","minecraft:iron_block","minecraft:double_stone_slab","minecraft:st
one_slab","minecraft:brick_block","minecraft:tnt","minecraft:bookshelf","minecraft:mossy_cobblestone","m
inecraft:obsidian","minecraft:torch","minecraft:fire","minecraft:mob_spawner","minecraft:oak_stairs","mi
necraft:chest","minecraft:redstone_wire","minecraft:diamond_ore","minecraft:diamond_block","minecraft:cr
afting_table","minecraft:wheat","minecraft:farmland","minecraft:furnace","minecraft:lit_furnace","minecr
aft:standing_sign","minecraft:wooden_door","minecraft:ladder","minecraft:rail","minecraft:stone_stairs",
"minecraft:wall_sign","minecraft:lever","minecraft:stone_pressure_plate","minecraft:iron_door","minecraf
t:wooden_pressure_plate","minecraft:redstone_ore","minecraft:lit_redstone_ore","minecraft:unlit_redstone
_torch","minecraft:redstone_torch","minecraft:stone_button","minecraft:snow_layer","minecraft:ice","mine
craft:snow","minecraft:cactus","minecraft:clay","minecraft:reeds","minecraft:jukebox","minecraft:fence",
"minecraft:pumpkin","minecraft:netherrack","minecraft:soul_sand","minecraft:glowstone","minecraft:portal
","minecraft:lit_pumpkin","minecraft:cake","minecraft:unpowered_repeater","minecraft:powered_repeater","
minecraft:stained_glass","minecraft:trapdoor","minecraft:monster_egg","minecraft:stonebrick","minecraft:
brown_mushroom_block","minecraft:red_mushroom_block","minecraft:iron_bars","minecraft:glass_pane","minec
raft:melon_block","minecraft:pumpkin_stem","minecraft:melon_stem","minecraft:vine","minecraft:fence_gate
","minecraft:brick_stairs","minecraft:stone_brick_stairs","minecraft:mycelium","minecraft:waterlily","mi
necraft:nether_brick","minecraft:nether_brick_fence","minecraft:nether_brick_stairs","minecraft:nether_w
art","minecraft:enchanting_table","minecraft:brewing_stand","minecraft:cauldron","minecraft:end_portal",
"minecraft:end_portal_frame","minecraft:end_stone","minecraft:dragon_egg","minecraft:redstone_lamp","min
ecraft:lit_redstone_lamp","minecraft:double_wooden_slab","minecraft:wooden_slab","minecraft:cocoa","mine
craft:sandstone_stairs","minecraft:emerald_ore","minecraft:ender_chest","minecraft:tripwire_hook","minec
raft:tripwire","minecraft:emerald_block","minecraft:spruce_stairs","minecraft:birch_stairs","minecraft:j
ungle_stairs","minecraft:command_block","minecraft:beacon","minecraft:cobblestone_wall","minecraft:flowe
r_pot","minecraft:carrots","minecraft:potatoes","minecraft:wooden_button","minecraft:skull","minecraft:a
nvil","minecraft:trapped_chest","minecraft:light_weighted_pressure_plate","minecraft:heavy_weighted_pres
sure_plate","minecraft:unpowered_comparator","minecraft:powered_comparator","minecraft:daylight_detector
","minecraft:redstone_block","minecraft:quartz_ore","minecraft:hopper","minecraft:quartz_block","minecra
ft:quartz_stairs","minecraft:activator_rail","minecraft:dropper","minecraft:stained_hardened_clay","mine
craft:stained_glass_pane","minecraft:leaves2","minecraft:log2","minecraft:acacia_stairs","minecraft:dark
_oak_stairs","minecraft:slime","minecraft:barrier","minecraft:iron_trapdoor","minecraft:prismarine","min
ecraft:sea_lantern","minecraft:hay_block","minecraft:carpet","minecraft:hardened_clay","minecraft:coal_b
lock","minecraft:packed_ice","minecraft:double_plant","minecraft:standing_banner","minecraft:wall_banner
","minecraft:daylight_detector_inverted","minecraft:red_sandstone","minecraft:red_sandstone_stairs","min
ecraft:double_stone_slab2","minecraft:stone_slab2","minecraft:spruce_fence_gate","minecraft:birch_fence_
gate","minecraft:jungle_fence_gate","minecraft:dark_oak_fence_gate","minecraft:acacia_fence_gate","minec
raft:spruce_fence","minecraft:birch_fence","minecraft:jungle_fence","minecraft:dark_oak_fence","minecraf
t:acacia_fence","minecraft:spruce_door","minecraft:birch_door","minecraft:jungle_door","minecraft:acacia
_door","minecraft:dark_oak_door","minecraft:end_rod","minecraft:chorus_plant","minecraft:chorus_flower",
"minecraft:purpur_block","minecraft:purpur_pillar","minecraft:purpur_stairs","minecraft:purpur_double_sl
ab","minecraft:purpur_slab","minecraft:end_bricks","minecraft:grass_path","minecraft:end_gateway","minec
raft:structure_block"],HideFlags:16}
```

詳細

1. `AreaTitleFlag`の値に対応した`Enter`の持っていないエリアエフェクトクラウドに`Enter`を付与(以下の表参照)
2. `AreaTitleFlag`が-100以上であるプレイヤー一人選択し、プレイヤーの1m上に4m以内にいる`ViewPoint`を持つエンティティ(`ViewPoint(仮)`)を移動
3. `AreaTitleFlag`が-100以上であるプレイヤーの`InstantChangeA`、`InstantChangeB`、`ModeChangeA`、`ModeChangeB`をそれぞれ0に設定
4. (-2725,88,-382)から2m以内(スキル設定所入口)にいて`AreaTitleFlag`が10であり、`TrialSet`を持つプレイヤーが存在したら、お試しセットの印玉を与え以下の事柄を実行
   1. お試しセットの印玉を受け取ったというメッセージを表示
   2. `TrialSet`を削除
5. `AreaTitleFlag`が-100以上であるプレイヤーの`AreaTitleFlag`を-999に設定

AreaTitleFlag	AreaEffectCloudName

AreaTitleFlag	AreaEffectCloudName
1	地下世界
10	クラウディア
11	テーブルマウンテン
12	ガリバーランド
13	トカルトコルデ

AreaTitleFlag	AreaEffectCloudName
1	地下世界
10	クラウディア
11	テーブルマウンテン
12	ガリバーランド
13	トカルトコルデ