

Welcome to Arena

The fast-paced PvE killfest!

By ArrayPointer

There is an additional Minecraft world available now on our server. It's a deathmatch arena environment, but instead of player vs. player, you get to compete with each other to see who can reach a point goal first. I got interested in the idea of combining Minecraft with an FPS, and this is what came out of my late nights the past few weeks.

It all takes place in a walled off savanna village, complete with Villagers and Iron Golems. The map also has two Pillager Outposts at either side, and an accessible high plateau above it all.

Main details about the game:

- There are 17 buildings you can use to hide in, regroup and strategically kill mobs.
- When you first enter the game, you'll end up in a loading (supply) room, where you gather the supplies you need to battle, then when the game clock starts, you select one of 15 teleporters to deliver you to the building of your choice. You're of course free to roam the entire map, the initial teleport destination is just how you enter the fray. You'll want to right click the bed when you first get to the loading room, so when you die you go directly back to it for resupply, instead of landing on the top of the Badlands like you did when you first entered the game.
- You can load up with a Power V Bow, a Sharpness V Diamond Sword, a Sharpness V Diamond Axe, stacks of food to keep you alive and healing, and of course stacks and stacks of arrows to handle all your shooting.
- You will be in "adventure" mode, which means you can kill mobs and be killed by mobs, but you can't break any blocks or craft anything.
- Players can **NOT** kill players. It's player vs. environment only.
- Creepers were removed from the arena to avoid destruction of the landscape and buildings.
- You score points by the following methods:
 - killing mobs
 - picking up dead mobs' loot
- You can also **lose** points by killing an Iron Golem, a Villager, or by dying.

- The goal of the game is to be the first to score 1000 points.
- A total breakdown of the point system starts on page 3.
- When the first player reaches the point goal, the match is ended, the players are transferred to the loading room, and the stats cycle until all players are ready to start the next match.
- During each match, only the Points stat is displayed.
- Mob loot is automatically cleared from everyone's inventories every few seconds, so you only have enough time to log each pickup in the stats once before it is removed. This is to prevent abuse of the loot point mechanic.
- No armor is provided in the loading room, but you're free to wear armor dropped by mobs.
- Matches usually last between five and ten minutes.
- There are plenty of opportunities for different strategies. Each building gives advantages and disadvantages, and running between them is an exciting challenge.
- I also included a game clock that resets at the start of every match, so people can compete against their own best times.

POINT SYSTEM

Points per item are determined by strength of mob's attack, and by rarity of loot drop.

Mob Kills:

5	Spiders
10	Zombies
10	Husks
15	Skeletons
15	Strays
20	Cave Spiders
30	Pillagers
40	Witches
40	Wither Skeletons
50	Endermen
75	Vindicators

Negative Points:

-100	Player Deaths
-300	Villagers
-500	Iron Golems

Loot Pickups:

5	Bone
5	Rotten Flesh
5	String
5	Iron Ingot
10	Gunpowder
10	Stick
15	Glass Bottle
15	Poppy
15	Ender Pearl
15	Sugar
20	Spider Eye
20	Glowstone Dust
20	Redstone
20	Coal
50	Potion
50	Crossbow
50	Emerald
50	Iron Axe
100	Stone Sword
100	Carved Pumpkin
100	Jack o'Lantern
100	Iron Shovel
100	Iron Sword
200	Carrot
200	Potato
200	Grass Block
200	Wither Skeleton Skull