

Gamemode Templates

Templates for gamemodes in BattleArena that can be drag-and-dropped into the **arenas** folder.

- [One in the Chamber](#)
- [SkyWars](#)
- [Survival Games](#)
- [Bow Spleef](#)
- [Splegg](#)
- [TNT Run \(Decay Spleef\)](#)

One in the Chamber

This is a gamemode that adds one in the chamber to BattleArena. This utilizes the [One in the Chamber](#) module which comes pre-installed with BattleArena.

Description

- Players spawn with a bow, arrow and a stone sword
- Bows insta-kill a player
- Any time a player scores a kill, they will be given an arrow
- First player to 20 kills wins the game

Arena Configuration

```
name: OITC
mode: Arena
aliases: [oic, oneinthechamber]
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - duels
  - one-in-the-chamber
  - scoreboards
lives:
  enabled: false
victory-conditions:
  highest-stat:
    stat-name: kills
    win-after: 20
  time-limit:
    time-limit: 5m
events:
  on-join:
```

- store{types=all}
- change-gamemode{gamemode=adventure}
- flight{enabled=false}
- teleport{location=waitroom}

on-spectate:

- store{types=all}
- change-gamemode{gamemode=spectator}
- flight{enabled=true}
- teleport{location=spectator}

on-leave:

- restore{types=all}
- remove-scoreboard

on-death:

- respawn
- delay{ticks=1}
- teleport{location=team_spawn;random=true}

options:

- block-break{enabled=false}
- block-place{enabled=false}
- block-interact{enabled=false}
- damage-entities{option=never}
- keep-inventory{enabled=true}
- keep-experience{enabled=true}

initial-phase: waiting

phases:

waiting:

allow-join: true

next-phase: countdown

options:

- damage-players{option=never}

events:

on-start:

- apply-scoreboard{scoreboard=waiting}

on-join:

- apply-scoreboard{scoreboard=waiting}

countdown:

allow-join: true

allow-spectate: true

revert-phase: true

next-phase: ingame

```
countdown-time: 60s
options:
  - damage-players{option=never}
events:
  on-start:
    - apply-scoreboard{scoreboard=countdown}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - damage-players{option=other_team}
  events:
    on-start:
      - teleport{location=team_spawn}
      - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
      - apply-scoreboard{scoreboard=ingame-top-kills}
      - give-item{item=stone_sword}
      - give-item{item=bow}
      - give-item{item=arrow}
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
      - leave
      - remove-scoreboard
    on-victory:
      - send-message{message=<green>Congrats, you won!</green>}
      - play-sound{sound=entity.player.levelup;pitch=1;volume=1}
    on-lose:
      - send-message{message=<red>Sorry, you lost!</red>}
      - play-sound{sound=block.anvil.place;pitch=0;volume=1}
    on-draw:
      - send-message{message=<yellow>It's a draw!</yellow>}
      - play-sound{sound=block.beacon.deactivate;pitch=0;volume=1}
```


SkyWars

This is a gamemode that adds SkyWars to BattleArena. This requires the [PhatLoots](#) plugin for the chest configuration.

Description

- Players spawn on an island with chests
- Chests contain loot which players loot for items
- Last player standing wins the game

Configuring Chests

Chests are configured using the [PhatLoots](#) plugin which contains native support for BattleArena and adds the **reset-loot-tables** action used in the configuration below.

Using PhatLoots, you can create loot tables and link them to blocks (using the **/loot link <loot table>** command). The [following configurations](#) are provided as island and center loot tables, and can be placed inside the **plugins/PhatLoots/LootTables** directory. Then, using PhatLoots, you can link these to chest blocks by running **/loot link island** and **/loot link center** for island and center chests respectively.

Arena Configuration

```
name: SkyWars
mode: Arena
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - duels
  - scoreboards
lives:
  enabled: false
```

```
victory-conditions:
  teams-alive:
    amount: 1
  time-limit:
    time-limit: 5m
events:
  on-join:
    - store{types=all}
    - change-gamemode{gamemode=adventure}
    - flight{enabled=false}
    - teleport{location=waitroom}
  on-spectate:
    - store{types=all}
    - change-gamemode{gamemode=spectator}
    - flight{enabled=true}
    - teleport{location=spectator}
  on-leave:
    - clear-effects
    - restore{types=all}
    - remove-scoreboard
  on-death:
    - clear-inventory
    - respawn
    - delay{ticks=1}
    - teleport{location=waitroom}
options:
  - block-break{enabled=false}
  - block-place{enabled=false}
  - block-interact{enabled=false}
  - damage-entities{option=never}
  - keep-inventory{enabled=true}
  - keep-experience{enabled=true}
  - shuffle-loot{enabled=true}
initial-phase: waiting
phases:
  waiting:
    allow-join: true
    next-phase: countdown
    options:
      - damage-players{option=never}
```

```
events:
  on-start:
    - apply-scoreboard{scoreboard=waiting}
  on-join:
    - apply-scoreboard{scoreboard=waiting}
countdown:
  allow-join: true
  allow-spectate: true
  revert-phase: true
  next-phase: ingame
  countdown-time: 60s
  options:
    - damage-players{option=never}
  events:
    on-start:
      - apply-scoreboard{scoreboard=countdown}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - damage-players{option=other_team}
    - block-break{enabled=true}
    - block-place{enabled=true}
    - block-interact{enabled=true}
  events:
    on-start:
      - change-gamemode{gamemode=survival}
      - reset-loot-tables
      - teleport{location=team_spawn}
      - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
      - apply-scoreboard{scoreboard=ingame-list}
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
      - leave
```

- remove-scoreboard

on-victory:

- send-message{message=<green>Congrats, you won!</green>}
- play-sound{sound=entity.player.levelup;pitch=1;volume=1}

on-lose:

- send-message{message=<red>Sorry, you lost!</red>}
- play-sound{sound=block.anvil.place;pitch=0;volume=1}

on-draw:

- send-message{message=<yellow>It's a draw!</yellow>}
- play-sound{sound=block.beacon.deactivate;pitch=0;volume=1}

Survival Games

This is a gamemode that adds Survival Games to BattleArena. This requires the [PhatLoots](#) plugin for the chest configuration.

Description

- Players spawn in a map with chests
- Chests contain loot which players loot for items
- Last player standing wins the game

Configuring Chests

Chests are configured using the [PhatLoots](#) plugin which contains native support for BattleArena and adds the **reset-loot-tables** action used in the configuration below.

Using PhatLoots, you can create loot tables and link them to blocks (using the **/loot link <loot table>** command). The [following configurations](#) are provided as standard and pedestal loot tables, and can be placed inside the **plugins/PhatLoots/LootTables** directory. Then, using PhatLoots, you can link these to chest blocks by running **/loot link standard** and **/loot link pedestal** for standard and pedetal chests respectively.

Arena Configuration

```
name: SurvivalGames
aliases: [sg]
mode: Arena
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - arena-restoration
  - duels
  - scoreboards
```

```
lives:
  enabled: false
victory-conditions:
  teams-alive:
    amount: 1
  time-limit:
    time-limit: 5m
events:
  on-join:
    - store{types=all}
    - change-gamemode{gamemode=adventure}
    - flight{enabled=false}
    - teleport{location=waitroom}
  on-spectate:
    - store{types=all}
    - change-gamemode{gamemode=spectator}
    - flight{enabled=true}
    - teleport{location=spectator}
  on-leave:
    - clear-effects
    - restore{types=all}
    - remove-scoreboard
  on-death:
    - clear-inventory
    - respawn
    - delay{ticks=1}
    - teleport{location=waitroom}
options:
  - block-break{enabled=false}
  - block-place{enabled=false}
  - block-interact{enabled=false}
  - damage-entities{option=never}
  - keep-inventory{enabled=true}
  - keep-experience{enabled=true}
  - shuffle-loot{enabled=true}
initial-phase: waiting
phases:
  waiting:
    allow-join: true
    next-phase: countdown
```

```
options:
  - damage-players{option=never}
events:
  on-start:
    - apply-scoreboard{scoreboard=waiting}
  on-join:
    - apply-scoreboard{scoreboard=waiting}
countdown:
  allow-join: true
  allow-spectate: true
  revert-phase: true
  next-phase: ingame
  countdown-time: 60s
  options:
    - damage-players{option=never}
  events:
    on-start:
      - apply-scoreboard{scoreboard=countdown}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - damage-players{option=other_team}
    - block-place{enabled=true}
    - block-interact{enabled=true}
  events:
    on-start:
      - change-gamemode{gamemode=survival}
      - reset-loot-tables
      - teleport{location=team_spawn}
      - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
      - apply-scoreboard{scoreboard=ingame-list}
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
```

- leave
- remove-scoreboard
- restore-arena

on-victory:

- send-message{message=<green>Congrats, you won!</green>}
- play-sound{sound=entity.player.levelup;pitch=1;volume=1}

on-lose:

- send-message{message=<red>Sorry, you lost!</red>}
- play-sound{sound=block.anvil.place;pitch=0;volume=1}

on-draw:

- send-message{message=<yellow>It's a draw!</yellow>}
- play-sound{sound=block.beacon.deactivate;pitch=0;volume=1}

Bow Spleef

This is a gamemode that adds Bow Spleef to BattleArena. This requires [ArenaSpelef](#) to be installed.

Description

- A spin on the classic spleef mode, where instead of having to break blocks with a shovel, TNT is broken with a flame bow
- Last player alive wins

Arena Configuration

```
name: BowSpleef
mode: Spleef
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - scoreboards
lives:
  enabled: false
victory-conditions:
  teams-alive:
    amount: 1
  time-limit:
    time-limit: 5m
layer-decay-delay: 2m
layer-decay-time: 1m
game: bow_spleef
events:
  on-join:
    - store{types=all}
    - change-gamemode{gamemode=adventure}
    - flight{enabled=false}
```

```
- teleport{location=waitroom}
on-spectate:
- store{types=all}
- change-gamemode{gamemode=spectator}
- flight{enabled=true}
- teleport{location=spectator}
on-leave:
- clear-effects
- restore{types=all}
- remove-scoreboard
on-death:
- clear-inventory
- respawn
- delay{ticks=1}
- change-gamemode{gamemode=adventure}
- teleport{location=waitroom}
options:
- block-break{enabled=false}
- block-place{enabled=false}
- block-drops{enabled=false}
- block-interact{enabled=false}
- item-drops{enabled=false}
- keep-inventory{enabled=true}
- keep-experience{enabled=true}
- damage-entities{option=never}
- damage-players{option=never}
initial-phase: waiting
phases:
waiting:
allow-join: true
next-phase: countdown
events:
on-start:
- apply-scoreboard{scoreboard=waiting}
on-join:
- apply-scoreboard{scoreboard=waiting}
countdown:
allow-join: false
allow-spectate: true
revert-phase: true
```

```
next-phase: ingame
countdown-time: 5s
events:
  on-start:
    - paste-layers
    - apply-scoreboard{scoreboard=countdown}
  on-complete:
    - teleport{location=team_spawn}
    - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - block-interact{enabled=true}
  events:
    on-start:
      - give-shovel{shovel=bow}
      - give-item{item=arrow}
      - change-gamemode{gamemode=survival}
      - apply-scoreboard{scoreboard=ingame-list-alive}
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
      - leave
      - remove-scoreboard
    on-victory:
      - send-message{message=<green>Congrats, you won!</green>}
      - play-sound{sound=entity.player.levelup;pitch=1;volume=1}
    on-lose:
      - send-message{message=<red>Sorry, you lost!</red>}
      - play-sound{sound=block.anvil.place;pitch=0;volume=1}
    on-draw:
      - send-message{message=<yellow>It's a draw!</yellow>}
      - play-sound{sound=block.beacon.deactivate;pitch=0;volume=1}
```


Splegg

This is a gamemode that adds Splegg to BattleArena. This requires [ArenaSpelef](#) to be installed.

Description

- A spin on the classic spleef mode, where instead of having to break blocks with a shovel, you get an egg cannon which you shoot to break blocks
- Last player alive wins

Arena Configuration

```
name: Splegg
mode: Spleef
type: Match
team-options:
  named-teams: false
  team-size: 1+
  team-amount: 2
  team-selection: none
modules:
  - scoreboards
lives:
  enabled: false
victory-conditions:
  teams-alive:
    amount: 1
  time-limit:
    time-limit: 5m
layer-decay-delay: 2m
layer-decay-time: 1m
game: splegg
events:
  on-join:
    - store{types=all}
    - change-gamemode{gamemode=adventure}
    - flight{enabled=false}
```

```
- teleport{location=waitroom}
on-spectate:
- store{types=all}
- change-gamemode{gamemode=spectator}
- flight{enabled=true}
- teleport{location=spectator}
on-leave:
- clear-effects
- restore{types=all}
- remove-scoreboard
on-death:
- clear-inventory
- respawn
- delay{ticks=1}
- change-gamemode{gamemode=adventure}
- teleport{location=waitroom}
options:
- block-break{enabled=false}
- block-place{enabled=false}
- block-drops{enabled=false}
- block-interact{enabled=false}
- item-drops{enabled=false}
- keep-inventory{enabled=true}
- keep-experience{enabled=true}
- damage-entities{option=never}
- damage-players{option=never}
initial-phase: waiting
phases:
waiting:
allow-join: true
next-phase: countdown
events:
on-start:
- apply-scoreboard{scoreboard=waiting}
on-join:
- apply-scoreboard{scoreboard=waiting}
countdown:
allow-join: false
allow-spectate: true
revert-phase: true
```

```
next-phase: ingame
countdown-time: 5s
events:
  on-start:
    - paste-layers
    - apply-scoreboard{scoreboard=countdown}
  on-complete:
    - teleport{location=team_spawn}
    - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - block-interact{enabled=true}
  events:
    on-start:
      - change-gamemode{gamemode=survival}
      - give-shovel{shovel=egg-cannon}
      - apply-scoreboard{scoreboard=ingame-list-alive}
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
      - leave
      - remove-scoreboard
    on-victory:
      - send-message{message=<green>Congrats, you won!</green>}
      - play-sound{sound=entity.player.levelup;pitch=1;volume=1}
    on-lose:
      - send-message{message=<red>Sorry, you lost!</red>}
      - play-sound{sound=block.anvil.place;pitch=0;volume=1}
    on-draw:
      - send-message{message=<yellow>It's a draw!</yellow>}
      - play-sound{sound=block.beacon.deactivate;pitch=0;volume=1}
```


TNT Run (Decay Spleef)

This is a gamemode that adds TNT Run to BattleArena. This requires [ArenaSpelel](#) to be installed.

Description

- A spin on the classic spleef mode, where blocks break beneath you as you walk on them.
- Last player alive wins

Arena Configuration

```
name: TNTRun
mode: Spleef
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - scoreboards
lives:
  enabled: false
victory-conditions:
  teams-alive:
    amount: 1
  time-limit:
    time-limit: 5m
layer-decay-delay: 2m
layer-decay-time: 1m
game: decay
events:
  on-join:
    - store{types=all}
    - change-gamemode{gamemode=adventure}
    - flight{enabled=false}
    - teleport{location=waitroom}
```

on-spectate:

- store{types=all}
- change-gamemode{gamemode=spectator}
- flight{enabled=true}
- teleport{location=spectator}

on-leave:

- clear-effects
- restore{types=all}
- remove-scoreboard

on-death:

- clear-inventory
- respawn
- delay{ticks=1}
- change-gamemode{gamemode=adventure}
- teleport{location=waitroom}

options:

- block-break{enabled=false}
- block-place{enabled=false}
- block-drops{enabled=false}
- block-interact{enabled=false}
- item-drops{enabled=false}
- keep-inventory{enabled=true}
- keep-experience{enabled=true}
- damage-entities{option=never}
- damage-players{option=never}

initial-phase: waiting

phases:

waiting:

allow-join: true

next-phase: countdown

events:

on-start:

- apply-scoreboard{scoreboard=waiting}

on-join:

- apply-scoreboard{scoreboard=waiting}

countdown:

allow-join: false

allow-spectate: true

revert-phase: true

next-phase: ingame

```
countdown-time: 5s
events:
  on-start:
    - paste-layers
    - apply-scoreboard{scoreboard=countdown}
  on-complete:
    - teleport{location=team_spawn}
    - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - block-interact{enabled=true}
  events:
    on-start:
      - change-gamemode{gamemode=survival}
      - apply-scoreboard{scoreboard=ingame-list-alive}
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
      - leave
      - remove-scoreboard
    on-victory:
      - send-message{message=<green>Congrats, you won!</green>}
      - play-sound{sound=entity.player.levelup;pitch=1;volume=1}
    on-lose:
      - send-message{message=<red>Sorry, you lost!</red>}
      - play-sound{sound=block.anvil.place;pitch=0;volume=1}
    on-draw:
      - send-message{message=<yellow>It's a draw!</yellow>}
      - play-sound{sound=block.beacon.deactivate;pitch=0;volume=1}
```