Additional Gamemodes

Contains the docs for official gamemodes that use BattleArena.

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Spleef

The main documentation page for the ArenaSpleef plugin.

Installation

Requirements

- A Paper server (or other derivative) running 1.19.4 or above
- BattleArena 4.0.0 or higher

Downloading

1. Download the ArenaCTF plugin
2. Stop your server and place the plugins in your plugins folder
3. Start the server and ArenaSpleef will load

Creating an Arena

Map Creation

1. The first step follows the same steps as outlined in the BattleArena Map Creation documentation. For ArenaSpleef, you will use the **/spleef** command to initiate the map creation.
2. Once you have created a map, you now need to set the spleef layers. Run **/spleef layer add <map>** to start the process.
   - A wizard will open, asking you to set the layer bounds. Follow the instructions in chat to set the layer bounds.
   - After you have set the layer bounds, you will be asked to set the block type the layer comprises of. Type the block name in chat.
   - After setting the layer bounds and block type, layers will now be placed upon joining the game. Repeat this for each remaining team.
3. If you wish to set a death region, rather than having a player die automatically due to lava or void, you can run **/spleef deathregion <map>** to set a death region. This will ask you to set the bounds of the death region upon execution.

Configuration

The default configuration for Spleef can be found in **plugins/ArenaSpleef/arenas/spleef.yml**.

This can be modified in any way. See the **Arena Configuration** page for more details.

Additionally, configs for other spleef modes can be found here.

Actions

- **give-shovel:** Gives the player a spleef shovel which is configured in the ArenaSpleef config.yml.
  - Syntax: give-shovel{shovel=<shovel>}
- **paste-layers:** Pastes the spleef layers into the map.

Commands

Command	Description
/spleef deathregion	Sets the death region for a spleef arena.
/spleef layer add	Adds a layer to a spleef arena.
/spleef layer remove	Removes a layer from a spleef arena.
/spleef layer clear	Clears all layers from a spleef arena.
/spleef layer index	Changes the index of a layer.
/spleef layer list	Lists all layers in a spleef arena.

Permissions

Permission	Command
battlearena.command.spleef.deathregion	/spleef deathregion
battlearena.command.spleef.layer.add	/spleef layer add
battlearena.command.spleef.layer.remove	/spleef layer remove
battlearena.command.spleef.layer.clear	/spleef layer clear
battlearena.command.spleef.layer.index	/spleef layer index
battlearena.command.spleef.layer.list	/spleef layer list

Capture the Flag

The main documentation page for the ArenaCTF plugin.

Installation

Requirements

- A Paper server (or other derivative) running 1.19.4 or above
- BattleArena 4.0.0 or higher

Downloading

1. Download the ArenaCTF plugin
2. Stop your server and place the plugins in your plugins folder
3. Start the server and ArenaCTF will load

Creating an Arena

Map Creation

1. The first step follows the same steps as outlined in the BattleArena Map Creation documentation. For ArenaCTF, you will use the **/ctf** command to initiate the map creation.
2. Once you have created a map, you now need to set the flag points. Run **/ctf flag set <map> <team>** to start the process.
   - A wizard will open, asking you to set the flag's position in the world. Follow the instructions in chat to set this point.
   - After you have set the flag position, you will be asked to set the capture point. This is the region in which a player must be to capture the flag.
3. After setting the flag position and setting the capture point, flags now be spawned upon joining the game. Repeat this for each remaining team.

Configuration

The default configuration for CTF can be found in **plugins/ArenaCTF/arenas/ctf.yml**. This can be modified in any way. See the Arena Configuration page for more details.

Events

- **on-flag-capture:** Called any time a flag is captured.
- **on-flag-return:** Called any time a flag is returned back to its home base.

Actions

- **place-flags:** Instructs the competition to place the flags into the map.
- **remove-flags:** Instructs the competition to remove the flags from the map.

Permissions

Permission	Command
battlearena.command.ctf.flag.set	/ctf flag set

Paintball

The main documentation page for the ArenaPaintball plugin.

Installation

Requirements

- A Paper server (or other derivative) running 1.19.4 or above
- BattleArena 4.0.0 or higher

Downloading

1. Download the ArenaPaintball plugin
2. Stop your server and place the plugins in your plugins folder
3. Start the server and ArenaPaintball will load

Creating an Arena

Map Creation

Map creation follows the same steps as outlined in the BattleArena Map Creation documentation. For ArenaPaintball, you will use the **/paintball** command to initiate the map creation. No additional steps are needed from this point forward.

Configuration

The default configuration for Paintball can be found in **plugins/ArenaPaintball/arenas/paintball.yml**. This can be modified in any way. See the **Arena Configuration** page for more details.

Additionally, configs for other paintball modes can be found here.

Actions

- **give-paintball:** Gives the player a paintball which is configured in the ArenaPaintball config.yml.
  - Syntax: give-paintball{paintball=<paintball>;amount=[amount]}

Parkour

The main documentation page for the ArenaParkour plugin.

Installation

Requirements

- A Paper server (or other derivative) running 1.19.4 or above
- BattleArena 4.0.1 or higher

Downloading

1. Download the ArenaParkour plugin
2. Stop your server and place the plugins in your plugins folder
3. Start the server and ArenaParkour will load

Creating an Arena

Map Creation

1. The first step follows the same steps as outlined in the BattleArena Map Creation documentation. For ArenaSpleef, you will use the **/parkour** command to initiate the map creation.
2. Once you have created a map, you now need to set the parkour checkpoints. Run **/parkour checkpoint add** to start the process.
   - A wizard will open, asking you to set the checkpoint position. Follow the instructions in chat to set the checkpoint position.
   - The first checkpoint position will become the start of the parkour, with every subsequent checkpoint becoming the "end" position.
   - After setting the checkpoints, you may need to run **/battlearena reload** to reload the checkpoints, and the parkour will start.

Configuration

The default configuration for Parkour can be found in **plugins/ArenaParkour/arenas/parkour.yml**. This can be modified in any way. See the **Arena Configuration** page for more details.

Additionally, configs for other parkour modes can be found here.

Commands

Command	Description
/parkour checkpoint add <map>	Adds a checkpoint to a parkour arena.
/parkour checkpoint remove <map> <index>	Removes a checkpoint from a parkour arena.
/parkour checkpoint clear <map>	Clears all the checkpoints from a parkour arena.
/parkour checkpoint index <map> <from> <to>	Changes the index of a checkpoint.
/parkour checkpoint list <map>	Lists all the checkpoints in a parkour arena.
/parkour checkpoint	Teleports you to the last checkpoint you were on in a parkour.

Permissions

Permission	Command
battlearena.command.parkour.checkpoint.add	/parkour checkpoint add
battlearena.command.parkour.checkpoint.remove	/parkour checkpoint remove
battlearena.command.parkour.checkpoint.clear	/parkour checkpoint clear
battlearena.command.parkour.checkpoint.index	/parkour checkpoint index
battlearena.command.parkour.checkpoint.list	/parkour checkpoint list
battlearena.command.parkour.checkpoint	/parkour checkpoint

Gamemode Templates

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

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 ArenaSpelef 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}
```