

GameOn Server Minigames Suggestions

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GolemBrawl

A game involves with a golem, pvp, and building strategies.

Blue - Build a wall around the arena to defend the golem house and their players with sand

Red - Attack the blue players, mine the sand, and kill the golem

Tag

Just a normal game of tag

Freeze Tag

When tagged, they are frozen and they cannot move unless tagged by a person who is not it.

Hole in the Floor!

Players run around, pvp can be enabled and arena can be cased (no walls around), the blocks in floor gradually disappear and players have to survive longer without falling into the void.

Horse Race

People ride on the horse and race on a parkour style. Whoever gets to the finish line wins, on a horse.

Leagues of MineCrafia

Like League of Legends, but in minecraft!

Tower Control

There is towers and whoever team captures the most tower wins!

Simon Says!

Game of Simon Says where the players have to mine the block, attack a player, jump, or do whatever simon says. Also, when simon does not say and the player does it, he/she loses points. Whoever have the most points, wins.

Race Game

4 Players -

They pick a number, 1 to 4. If another person picks the same number, they do not advance. There are also question marks on the game board that could move the player backwards or forward.

See: scratch.mit.edu/projects/14709324/

Please credit me for the ideas. More ideas may come soon!