

MCBC Mid Seasons 3 Official Changelog

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Lobby/General

- Star Wars theming has been removed from Hub, Games & Items (Meaning no Lightsabers)
 - Added Spawn Protection Tag Toggle so it's on by default (this means actions like opening trapdoors or rotating item frames is disabled in most games)
 - Games where this is disabled:
 - Relic Raiders
 - Build Arena
 - Battle Royale
 - Indiv Points are displayed in the Esc Menu during the Gamemodes
 - Lobby: Displays Lifetime Indiv
 - Overrun (Points)
 - Battle Royale (Points)
 - Spleef (Points)
 - Gauntlet (Points)
 - Relic Raiders (Clear)
 - Build Arena (Clear)
 - Rift Race (Clear)
 - You will now see the game number during the countdowns before the next Wrangler Round
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Wrangler

- Gold Runners is still benched just like Season 24, leaving Wrangler with only 7 Gamemodes to choose from.
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Gauntlet

- No Significant Changes from Season 24
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Rift Race

- Map: Oceans
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Spleef

- Maps
 - Dimensions
 - Industry
 - Skywars
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Overrun

- New Map: Ogrerun
 - Kit:
 - Diamond helmet
 - Iron Chestplate
 - Iron Leggings
 - Diamond Boots
 - Diamond Axe
 - Shield
 - Crossbow
 - 6x Arrows
 - 1x Golden Apple
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Build Arena

- Tweaked Build Order/Building Material
 - Overall Builds are a little easier than before on average
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Battle Royale

- Map: Legacy
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Relic Raiders

- No New Rooms
- Will feature a different Room Set & Room Order from Season 24, pulling from a variety of puzzles already existing in our library
 - *Dev Note: This doesn't mean new rooms from Season 24 won't be in the Room Set, it just means it won't be the same Room Set as Season 24.*

Cactice (Core Game)

- No Significant Changes
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