

ZigaBlock (\$5/\$10)

What it does:

- Gives players the ability to compress their diamonds, emeralds, iron, gold, redstone, quartz, and lapis lazuli into their block forms with one simple command!
- Players can optionally specify a specific item type, so that they only compress their diamonds and not their redstone, for example.
- Each item type has its own permission, so admins can pick and choose what groups of players can use /block on each item.
- This plugin also has an automatic feature! Players with the permission are able to toggle the auto-compressor on and off. While it's on, any items that they pick up will be automatically compressed into blocks!

Commands:

- **/block** - base command. Running this command will attempt to compress every item type.
- **/block <diamond/emerald/gold/iron/lapis/quartz/redstone>** - will only attempt to compress the specified item type.
- **/block toggle** - enables/disables the auto-compressor.
- **/block reload** - reloads the config.

Permissions:

- zigablock.block - gives access to use the command, but not for the minerals; apply other permissions to give users access to specific or all minerals.
- ◆ zigablock.block.* - gives access to all materials.
 - ◆ zigablock.block.diamond - gives access to compress diamonds.
 - ◆ zigablock.block.emerald - gives access to compress emeralds.
 - ◆ zigablock.block.gold - gives access to compress gold ingots.
 - ◆ zigablock.block.iron - gives access to compress iron ingots.
 - ◆ zigablock.block.lapis - gives access to compress lapis lazuli.
 - ◆ zigablock.block.quartz - gives access to compress nether quartz.
 - ◆ zigablock.block.redstone - gives access to compress redstone dust.
 - ◆ zigablock.block.auto - gives access to the auto-compressor.
 - ◆ zigablock.reload - gives access to reload the config.

ZigAlerts (\$10/\$20)

What it does:

- Gives players the ability to make a list of alert words that, when a player says them in chat, will audibly alert the player.
- For example: I add 'messi' to my list of alert words. Now, if someone says 'messi' in chat, regardless of context, I will hear a sound notifying me that it was said.
- Useful if someone is logged in, but not paying attention to chat or has the game minimized.
- Especially useful for staff members to ensure that nobody's questions get overlooked or missed.

Commands:

- **/zigalert | /zalert | /za** - base command. If run without arguments, displays general plugin info such as version and author.
- **/za add <word>** - adds the specified word to your list.
- **/za remove <word>** - removes the specified word from your list.
- **/za removeall** - clears your entire list of alert words.
- **/za viewwords** - displays your list of alert words as well as plays the sound you receive when alerted.
- **/za sound <sound> <pitch>** - changes the sound received when an alert word is said in chat. View a list of alert words [here](#); pitch must be a value between 0.5 and 2.0.
- **/za reload** - reloads the config.

Permissions:

- [zigalerts.use](#) - Access to the plugin.
- [zigalerts.admin](#) - Access to reload the config.

ZigaTourney (\$15/\$30)

What it does:

- Gives admins the ability to create tournaments in which users compete to gain the highest score possible by the end of the tournament's specified duration.
- Admins can start one of 4 kinds of tournaments:
 - Mining: break the most blocks during the tournament.
 - Killcount: kill the most players during the tournament.
 - KDR: get the highest kill/death ratio during the tournament.
 - Killstreak: get the most amount of kills in one life during the tournament.
- Score tracking is completely automatic and accurate.
- The top 10 scores are viewable at any time with /tourney leaderboard, which also displays your score.
- Default prizes can be specified in the config, however you can prevent these from being given out by giving the tournament a 'custom' tag, which means you will give out unique rewards for the tournament. If not, at the end of the tournament the first place player will receive the top prize, second will receive the next best, third will receive the third best, fourth and fifth will both have the next best, and sixth through tenth will also receive a reward. Again, this is automatic unless you choose it not to be!
- If a player is caught cheating during the tournament, you can punish them by resetting their score. If they continue, you can ban them from entering any tournaments (currently you have to manually unban them, I'll work on adding temporary ban abilities).
- Admins can change or extend the tournament duration time if necessary. They can also end it early, or cancel it (the difference being if a tourney is ended, the results are announced + saved and prizes are given out but if canceled, it just says "tourney canceled" and won't save any data).
- When a tournament ends (either naturally or with /tourney end), the top 10 players will be listed in chat. The scores of EVERYONE, not just the top 10, will be saved to a file in the plugin folder whose name will be sent to admins online when it ends. Once more, if 'custom' was not specified the plugin will automatically deliver prizes to first through tenth place by executing commands specified in the config file.
- Plugin message prefixes are customizable in the config file, as are the default rewards. There is also a spot for the server name, which is only for when a player types /tourney and it says "Official tournament plugin of <servername>" as well as the author and version.

Commands:

- **/tourney** - root command. sending with no arguments shows general plugin information
- **/tourney help** - displays all commands. only admins will receive information about admin commands

- **/tourney info** - returns type and duration of an active tournament
- **/tourney <leaderboard/leader/lb>** - shows top 10 scores in the tournament as well as the sender's score
- **/tourney start <mining/killcount/kdr/killstreak> <duration> [custom]** - create a new tournament (only one can run at a time); adding custom to the command means default prizes won't be given out
- **/tourney end** - ENDS the active tournament (displays results, gives out rewards, saves data)
- **/tourney cancel** - CANCELS the active tournament (no data is saved, results not displayed, rewards not given out)
- **/tourney reset <player>** - reset's the specified player's score in the active tournament
- **/tourney (un)ban <player>** - (un)bans a player from participating in tournaments
- **/tourney setttime <duration>** - changes the tournament to now last for the specified duration (starting from when the command was executed)
- **/tourney addtime <duration>** - adds the specified duration to the tournament running time to make it end later
- **/tourney reload** - reloads the configuration file

Permissions:

- zigatourney.tourney - access to the /tourney command and regular functions like /tourney help, /tourney info, /tourney leaderboard
- zigatourney.admin - access to all admin functions
 - ◆ zigatourney.admin.start - allowed to start tournaments
 - ◆ zigatourney.admin.end - allowed to end tournaments
 - ◆ zigatourney.admin.cancel - allowed to cancel tournaments
 - ◆ zigatourney.admin.reset - allowed to reset player scores
 - ◆ zigatourney.admin.ban - allowed to (un)ban players from participating in tournaments
 - ◆ zigatourney.admin.time - allowed to modify tournament running time
 - ◆ zigatourney.admin.reload - allowed to reload config