

Game type descriptions for Baj UHC Season 5

Achievement Hunter- All players start with an empty achievement pool, custom or otherwise, and earn more health for each achievement they earn. This can, maybe, be done to use custom achievements, I don't actually know. I believe there are also custom buffs other than health such as speed, but again not totally sure.

Moles- Moles on each team work together to take out the normal teams.

Best PVE- At the beginning of the game, all players are added to an exclusive list called Best PvE. When you take damage, you leave the list, and the only way, to join once more, is to get a player kill. From the start of the game, every 10 minutes, the players on the Best PvE list will get healed by 1 heart, and added potential heart.

Slimy Crack- There is a giant fissure generated through natural terrain which exposes ores, caves mineshafts and the like but at the bottom there are slime blocks except at the sides where there are gaps that players are still able to fall down. The crack goes through 0,0 and is parallel to the x axis. <http://imgur.com/etLkqHD>

Dungeoneering- Caves and dungeons generate more often, but there is less iron/gold/diamonds. TNT is also an ore at lower levels, and there is no bedrock floor. This makes caving more of a challenge.

CutClean- No furnaces required. Items requiring cooking drop their cooked variety.

Golden Heads- Players Drop their head upon death, surround with gold to heal 4 hearts.

Nightmare Mode- Variety of changes to mobs to make them more difficult.

Potential Permanent- You start the game with the normal 10(permanent) hearts and 10 absorption hearts. If you heal- when you have full health- the absorption hearts become the "permanent" hearts(potential). However, if you take damage, the absorption hearts will be gone forever. Say you took 1 heart of damage, you now have

10 normal hearts and 9 absorption hearts. Once you have enough to heal, you will only heal up to 19 hearts.

Types of Paranoia

Biome Paranoia-When players are in a different biome their name will turn a certain color on tab.

Paranoia-Anytime anyone does any action from a specific list their name and coordinates will appear in chat, this list includes; Mining Diamonds, gold, or emeralds, crafting an enchant table, an anvil, or a golden apple/head, and eating a golden apple/head.