

## MCBC Season 13 Official Changelog

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### **BUG Fixed!!!**

- Armor bug mentioned in last season's changelog has been fixed!!!
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### **MCBC Lobby:**

- New Island to Explore!
    - The Island features the old Lobbies from Seasons Past as well as some other cool stuff to explore!
  - The Main Island was recoloured to celebrate Pride Month!
  - New Lightshow (Beacons and Fireworks) for the initial event start countdown
  - Added Title on the side of your screen, letting you know that the event is over
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### **NEW GAMEMODE!!!**

#### **Overrun:**

- Overrun is a Round Based PvP gamemode where you will versus each team twice (10 rounds total)
- Each Round is 60 seconds long, and each player gets only one life per round
- Teams will play the role of either Attacking or Defending in each round and swap sides after, before moving on to the next team.
- Attackers objective is to break one of two Netherite Blocks on the map using a Golden Pickaxe that drops near their teams spawn
  - The Attackers only get one pickaxe, it can be tossed around or dropped on death but try not to lose it!
- The Defenders need to play the clock with no Netherite Blocks broken when the round ends, or they can instantly win by eliminating all 3 of the Attackers.
- You earn points for each kills earned (5 points each), and each round won (45 points each)



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## **Wrangler: (Core Game)**

- Gladiators has been subbed out for this event to make room for Overrun's new slot in the Wrangler
  - Still only 7 of the 8 Wrangler Slots filled...for now
- Added alternate mobs that will spawn in the middle of the arena alongside the regular pigs
  - Jeb Sheep worth 3 votes each
    - The sheep would also be much faster than pigs making them harder to hit
  - Grumm Pigs (upside down pigs) worth -1 votes each

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## **Parkour:**

- Large portions of the map have been changed completely, especially everything after Stage 9
- Overall the course is easier than it was before.

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## **Spleef:**

- Multiple Maps on Spleef
  - Each Round will Feature a Different Map!
- Lower Win bonus and added Team Elimination points
- Increased Decay Rate
- Overall made Spleef Harder
  - Added More Tnt
    - Tnt starts at 140 seconds instead of 120
    - Some early game TNT spawns will summon in 3 TNT instead of just 2
- 50 death messages (was 42)

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## **Battle Royale:**

- Parkour Chamber
  - We added the new Parkour Chamber. After death the player will spawn in the chamber, completing the chamber's challenge will bring you back into the game, teleporting you to a random ally still alive.
  - The Chamber won't work under 4 conditions,
    - 1. A maximum amount of time has been reached across the round (the Start of Zone 2)
    - 2. all 3 player slots in the chamber have been used, Only 3 players can be revived in a single game.
    - your full team was eliminated, if your full team is dead you can't come back.
    - if you have already been revived, you can't use the Chamber twice
  - Revived Players will not receive any additional placement points, they may only earn Kill Points & the Win bonus at the end of the game.
- An Additional Zone has been added making the end game a smaller zone and forcing people further into the center of the map
  - Bump up the other zones slightly to make up for this

- Max Time of Gamemode reduced by 1 Minute (12 Minutes is the start of Final Zone where before it was 13)
  - Increase Grace Period to 60 seconds (was 45 seconds)
  - Add Team Elimination Points to make up for the win bonus nerf from last season (increasing points for game overall but not landing it all onto the 1 successful team)
  - The Battle Royale Zones Roof is replaced with Stained Glass & Stained Glass panes, this is to avoid the blocks lighting update to be as heavy as it was before and hopefully save a few FPS when the zone is moving about.
  - **Loot Pool**
    - Removed Diamond Swords and replaced with Iron Swords bringing down the maximum melee damage
    - Slightly Increased Health Potion Spawn Rate
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### **Relic Raiders:**

- 5 New Rooms Exist in the Temple
  - The Helicopter comes later in the game then before (5mins into the game before it was 3mins)
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### **Build Arena:**

- Mangrove Logs have replaced Acacia Logs
  - Mud Bricks have replaced Stone Bricks
    - Note: Stone Bricks can still be crafted using Stone but just don't exist on the map as a mineable anymore
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### **Cactice: (Core Game)**

- Players now are killed upon falling out of the Arena instead of just teleported. (fixed a getting trapped bug cause of client side lag)
- Removed Barriers in the center around the Cactus and replaced with Border Blocks (this will allow you to shoot arrows through the center so long as there aren't visible blocks in the way)