

MCBC Season 16 Official Changelog

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MCBC Lobby:

- New Wrangler Island
 - Current Standings will now show in the pause screen during games (but it won't be a live update, it'll show the scores as they were before the current game)
 - This will also be removed during the lobby, so you still have to wait on the update on the side of the screen
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Wrangler: (Core Game)

- Game has been completely moved to the Lobby!
 - Game now features a order selector, so different games can go in any part of the Wrangler, this allows us to swap any game in and out for the future of the event (when we introduce more games and want to sub something out)
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Battle Royale:

- Newish Map "Legacy"
 - Loot Changes
 - Fishing Rods now have limited durability
 - Knockback Swords reduced from kb 2 to kb 1
 - Increased the Level of all Chestplate & Leggings in the game
 - From Leather-Chain-Iron
 - Now Chain-Iron-Diamond
 - Quick Charge 3 Crossbows are now Quick 2
 - Multishot crossbows are still quick 3
 - Added a Projectile Protection II Diamond helmet to Epic Loot
 - Replaced all Diamond Helmets in Supply Drops
 - Only some in Epic Loot
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Overrun:

- New Map "Skulltown"
 - Overrun will now display your teams current points
 - Particles will now emit from the Pickaxe when it's on the floor
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Gold Runners

- Letter Markers above the Gold Generators
 - lime & green glass swapping to Red when generator is off
- Kit Balancing
 - Lowered Runner's Knockback to 1
 - Runner's Boots is now Gold (was Diamond)
 - Runner's Sword is now Stone (Was Iron)

- Increased Wizard's Aura Heal range slightly (radius of 5 blocks was 4)
 - Wizard's Healing Aura now applies to self when near a ally that isn't a wizard
- if a player has over 64 gold on their person they get slowness 3 effect
 - Runner kit is completely immune to this debuff

Dev Note: This is to make the Runner more viable as the "Gold Carrier" and less of a primary PvP Kit, while also having the Wizard serve as a better healer (which is the main perk for this kit)

Spleef:

- Classic Map will feature in Round 1
 - New Map(s)
 - Dimensions
 - Classic Spleef Map feel that uses blocks from the three Minecraft Dimensions
 - Skywars
 - A thick platform where Spleefing is more of a suggestion over just trying not to die...goodluck with this one
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Rift Race:

- We've returned to the OG Oceans Map used in Seasons 11-14
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Parkour:

- Adjusted a few parts of the course
 - Your spawn point will now be properly set when finishing the course
 - Point change to the game, overall bringing down the maximum point output of the game and lowering the bonus for finishing the course
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Relic Raiders:

- New Rooms! (4)
 - Introduced a Max Time Mechanic, After the first minute of the game the Temple will set your teams timer back to 5mins if you exceed 5mins
 - Room Point Values reduced from 18 to 15 points a room
 - Lowered the Base time to 6mins from 7mins
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Build Arena:

- Added a Second Exit Portal at the back of the Forge to return back to your plot room faster!
 - Removed Coal Block & Netherite Blocks from the game completely and moved Diamond out to the main Forge room.
 - Reinforced Deepslate Pattern on plots/builds to easier identify differences in blocks and help with counting things
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Cactice: (Core Game)

- Added Arena Decay & Doubling Arrow Rate as extra effects as the game progresses to prevent the rounds from lasting too long.

