



KyuziRaid Season One

This will be 13th KyuziRaid map reset since 2011. Instead of this map being called KyuziRaid 13.0, we have now named this “KyuziRaid Season One”, as we are looking to rebrand ourselves and make a number of large changes. We hope you enjoy what we have to offer.

End of Season Rewards:

At the end of the season, a series of awards will be available. Those are as follows:

1st Place Faction: \$250 PayPal split amongst active members

2nd Place Faction: \$150 PayPal split amongst active members

3rd Place Faction: \$50 PayPal split amongst active members

Winners are chosen based off faction points. Documentation on faction points and faction cores will be posted on the forums shortly.

The Basics:

- The World Borders are as follows:
 - Overworld: 10000 x 10000
 - The Nether: 5000 x 5000
 - The End: 5000 x 5000
- Teleportation of all kinds will have a six second delay
- The starting economy balance of all players will be \$5000. If you have a claimed premium rank, please reclaim it using /reclaim.
- The combat tag timer will last for a total of thirty seconds.

- Auctions are available using the /auction command.
- Random Teleportation is available through the use of "RTP". Different tiers are available (Daily, Weekly & Premium)
- Trading is available to prevent scamming (/trade)
- Bank Notes are available through the use of /withdraw and /deposit. This will allow for easier trades using /trade.
- ALL players may silk mine spawners.
- Spawners can be purchased using /spawnershop.
- God Apples are disabled to allow for Potion PVP
- Gold cannot be bought from the shop – you must either gain it through trading, the auction or mining ores.
- Mob Spawners have a fifty percent chance of dropping on an explosion.
- Obsidian, anvils, enchanting tables, and enderchests take 5 hits of TNT to be destroyed
 - Obsidian health is viewed by right clicking a block of obsidian.
- PVP and Cannons have been reverted to 1.7.
- Withers have been disabled.
- Crates (/warp crates)
- Crate Key gambling system.
- Keyfinders purchasable on the webstore which have a % chance of dropping keys.
- Witches drop 5 minute speed 2 potions.

Factions:

- Default faction power is set to 100.
- Maximum of 40 faction members.
- Faction buffer of 20 chunks.
- Maximum of 10 warps per faction
 - Each warp costs \$7500 to create.
- Limit of 10 allies.
- Unlimited enemies.
- Genbuckets are available for faster base building – cost \$5000 each from the shop.
- Faction cores have been incorporated into factions. Full documentation on this will be posted shortly.