

USER MANUAL

ShadowGames

Thirty-two minigames on one engine, fourteen arenas playable tonight.

Arenas, worlds, queues, teams, kits, shops, stats, HUD and rewards live in the engine; a game only writes its own rules. Arenas are built by placing marker blocks while you build the map.

32

MINIGAMES

14

ARENAS READY

156

COMMANDS

29

PERMISSIONS

0

DEPENDENCIES

CONTENTS

Seven sections, always in the same order in every manual of the suite.

01	What it is	3
02	Features	3
03	Installation	3
04	Commands	4
05	Permissions	10
06	Integrations	11
07	Licence and help	12

What it is

■ THE PROBLEM IT SOLVES

Arenas, worlds, queues, teams, kits, shops, stats, HUD and rewards live in the engine; a game only writes its own rules. Arenas are built by placing marker blocks while you build the map.

■ FREE AND PREMIUM

There is no trial version of this product: the file is downloaded from the customer area after purchase, and the licence switches everything on at the first boot.

What you type is English on any server: the subcommands, the config keys and the rule names. What players read is translated.

Features

Six things this plugin does, each verifiable in the pages that follow.

Thirty-two games

Each one complete, with its own rules, its own statistics and its own file, split into five families inside the menu.

Fourteen arenas already inside

The moment the jar is copied, /play does not answer "no map configured": fourteen games are playable the same evening.

One engine, not thirty-two plugins

Arenas, worlds, queues, teams, kits, shops, stats, HUD and rewards live in the engine; a game only writes its own rules.

Arenas you build

Spawns, beds, eggs, flags, chests and generators are placed as blocks while you build the map.

A lobby per game

Whoever leaves BedWars comes back among the BedWars signs, not into the middle of the hub.

Progression and kits

Items, armour, effects and attributes per game, and unlocking is a list of alternatives: permission, game coins, real currency or level.

Installation

■ THREE STEPS

1 · Copy the jar

Into `plugins/` on your Paper server.
Nothing else to download: the libraries are already inside the file.

2 · Restart

On first boot the folder, the commented configuration and the language files appear. There is nothing to prepare beforehand.

3 · Activate the licence

Only for the Premium features:
`/play license claim <code>` with the code you received when buying.

■ THE FILES IT CREATES

All inside `plugins/ShadowGames/`, all commented above every entry. An update adds the new keys to your files without rewriting what you changed.

FILE	WHAT IT DOES
<code>config.yml</code>	The settings, one per line, with what each one does written above it.
<code>lang/</code>	The texts players read. Italian and English, and every player sees the language of their own client.
<code>data/</code>	The storage. An H2 database inside this folder by default: nothing to install.
<code>license.yml</code>	The key, deliberately kept out of the config: a support request saying “send me your config” must not arrive with the licence inside it.

Commands

Every form you actually type, with the permission each one needs.

156

COMMANDS

31

PERMISSIONS

10

GROUPS

The ones everybody uses

COMMAND	WHAT IT DOES	PERMISSION
<code>/play <game> [arena]</code>	Joins a match. With no arguments it opens the picker; with random, the same.	<code>shadowgames.player.play</code>
<code>/leave</code>	Leaves the match, or the queue if you are still waiting.	<code>shadowgames.player.leave</code>
<code>/games</code>	The game picker.	<code>shadowgames.player.menu</code>
<code>/games list</code>	The same games in chat, with maps and players.	<code>shadowgames.player.menu</code>
<code>/games info <game></code>	Category, maps in total, maps ready, matches running.	<code>shadowgames.player.menu</code>
<code>/games settings</code>	The seven personal switches.	<code>shadowgames.player.menu</code>
<code>/games kits <game></code>	A game's kits, from outside a match as well.	<code>shadowgames.player.menu</code>

<code>/games cosmetics</code>	The cosmetics you have unlocked and the ones you have not.	<code>shadowgames.player.menu</code>
<code>/games achievements [game]</code>	The achievements and how far along you are.	<code>shadowgames.player.menu</code>
<code>/gkit [kit]</code>	In a match that has not started: the kit menu, or the direct pick.	<code>shadowgames.player.kit</code>
<code>/gstats [player] [game]</code>	The statistics panel, yours or somebody else's.	<code>shadowgames.player.stats</code>
<code>/gtop <game> [key] [n]</code>	One leaderboard. * in place of the game counts across them all.	<code>shadowgames.player.top</code>
<code>/spectate <player arena></code>	Joins a running match as a spectator.	<code>shadowgames.player.spectate</code>
<code>/party</code>	Your party: who is in it and who leads it.	<code>shadowgames.player.party</code>
<code>/party create leave disband</code>	Create the party, leave, break it up.	<code>shadowgames.player.party</code>
<code>/party invite accept kick <player></code>	Invitations, acceptances and removals.	<code>shadowgames.player.party</code>
<code>/party leader <player></code>	Hands the lead to somebody else.	<code>shadowgames.player.party</code>
<code>/party chat <text></code>	Speaks to the party only.	<code>shadowgames.player.party</code>
<code>/party play <game> [arena]</code>	You all go in together, or nobody does.	<code>shadowgames.player.party</code>
<code>/parkour [course]</code>	The courses menu, or start straight away on that one.	<code>shadowgames.player.parkour</code>
<code>/parkour list</code>	The courses in chat, with your record on each.	<code>shadowgames.player.parkour</code>
<code>/parkour reset restart leave</code>	Back to the last checkpoint, start over, leave.	<code>shadowgames.player.parkour</code>
<code>/tournament</code>	The tournaments coming up, with how long until entries open.	<code>shadowgames.player.tournament</code>
<code>/tournament join [id]</code>	Enter; with no id, the first one open.	<code>shadowgames.player.tournament</code>
<code>/tournament leave</code>	Withdraw.	<code>shadowgames.player.tournament</code>
<code>/tournament info [id]</code>	The bracket, drawn in chat.	<code>shadowgames.player.tournament</code>

Arenas

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg create <game> <id></code>	Creates the arena and opens the setup straight away.	<code>shadowgames.admin.arena</code>
<code>/sg delete <arena></code>	Deletes an arena.	<code>shadowgames.admin.arena</code>
<code>/sg clone <arena> <new-id></code>	Copies an arena under another name.	<code>shadowgames.admin.arena</code>
<code>/sg enable <arena></code>	Switches an arena on.	<code>shadowgames.admin.arena</code>
<code>/sg disable <arena></code>	Switches it off without deleting it.	<code>shadowgames.admin.arena</code>
<code>/sg list [game]</code>	The list, with state and open instances.	<code>shadowgames.admin</code>
<code>/sg info <arena></code>	The full card, with the problems at the bottom.	<code>shadowgames.admin</code>
<code>/sg check [arena]</code>	What is missing before it can be played.	<code>shadowgames.admin</code>

The setup session

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg setup <arena></code>	Reopens the session on an arena that already exists.	<code>shadowgames.admin.setup</code>
<code>/sg setup exit</code>	Closes the session.	<code>shadowgames.admin.setup</code>
<code>/sg wand</code>	Hands you the wand: selection and the marker menu.	<code>shadowgames.admin.setup</code>
<code>/sg pos1</code>	The two corners, taken from where you are standing.	<code>shadowgames.admin.setup</code>
<code>/sg set <key> [value]</code>	The arena's numbers, names and points.	<code>shadowgames.admin.setup</code>
<code>/sg marker list [game]</code>	Which block counts as which marker.	<code>shadowgames.admin.setup</code>
<code>/sg marker give <type> [parameter]</code>	Puts that marker in your hand.	<code>shadowgames.admin.setup</code>
<code>/sg marker clear <type></code>	Removes every marker of that type.	<code>shadowgames.admin.setup</code>
<code>/sg team add <name> [colour] [label] [slots]</code>	Declares a team.	<code>shadowgames.admin.setup</code>
<code>/sg team remove <name></code>	Removes it.	<code>shadowgames.admin.setup</code>
<code>/sg team color <name> <colour></code>	Changes the colour.	<code>shadowgames.admin.setup</code>
<code>/sg team size <n></code>	Players per team.	<code>shadowgames.admin.setup</code>
<code>/sg team list</code>	The teams, declared or generated by the engine.	<code>shadowgames.admin.setup</code>
<code>/sg finish</code>	Validates, enables and closes - only if nothing is missing.	<code>shadowgames.admin.setup</code>
<code>/sg discard</code>	Closes the session without enabling. The file stays.	<code>shadowgames.admin</code>

Schematics

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg schem save <name></code>	Saves the selection as Sponge v3.	<code>shadowgames.admin.schem</code>
<code>/sg schem list [folder]</code>	What is in schematics/.	<code>shadowgames.admin.schem</code>
<code>/sg schem info <file></code>	Format, measurements, blocks, palette, block entities.	<code>shadowgames.admin.schem</code>
<code>/sg schem paste <file> [degrees]</code>	Pastes where you are standing, rotated by 0, 90, 180 or 270.	<code>shadowgames.admin.schem</code>
<code>/sg schem undo</code>	Undoes the last paste.	<code>shadowgames.admin.schem</code>
<code>/sg schem convert <file></code>	Rewrites an old format as Sponge v3.	<code>shadowgames.admin.schem</code>
<code>/sg schem cache</code>	Empties the cache of schematics held in memory.	<code>shadowgames.admin.schem</code>

Arena components

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg build add <id> single</code>	One component where you are standing.	<code>shadowgames.admin.build</code>
<code>/sg build add <id> ring <radius> <n></code>	N positions in a circle, one per team.	<code>shadowgames.admin.build</code>

<code>/sg build add <id> grid <rows> <columns> <step></code>	A grid, one per player.	<code>shadowgames.admin.build</code>
<code>/sg build schem <id> <file></code>	A single schematic for that component.	<code>shadowgames.admin.build</code>
<code>/sg build pool <id> add <file> [weight]</code>	Adds a schematic to the pool.	<code>shadowgames.admin.build</code>
<code>/sg build pool <id> remove <file></code>	Takes it out.	<code>shadowgames.admin.build</code>
<code>/sg build pool <id> list</code>	The pool, with the weights.	<code>shadowgames.admin.build</code>
<code>/sg build list</code>	The components of the arena being set up.	<code>shadowgames.admin.build</code>
<code>/sg build preview</code>	Builds the arena and takes you inside it.	<code>shadowgames.admin.build</code>
<code>/sg build remove <id></code>	Removes a component.	<code>shadowgames.admin.build</code>
<code>/sg build clear</code>	Removes every component. Markers and spawns stay.	<code>shadowgames.admin.build</code>

Matches, worlds and economy

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg matches</code>	The matches running, with state, players alive and time.	<code>shadowgames.admin</code>
<code>/sg start <arena id></code>	Starts a waiting match right now.	<code>shadowgames.admin.match</code>
<code>/sg stop <arena id></code>	Calls a match off, saying who did it.	<code>shadowgames.admin.match</code>
<code>/sg stopall</code>	Calls them all off.	<code>shadowgames.admin.match</code>
<code>/sg join <arena id> [--force]</code>	Joins; with --force even if it is full or already started.	<code>shadowgames.admin.match</code>
<code>/sg watch <arena id></code>	Watches a match from inside, from anywhere.	<code>shadowgames.admin.match</code>
<code>/sg kick <player></code>	Takes them out of whichever match they are in.	<code>shadowgames.admin.match</code>
<code>/sg move <player> <arena></code>	Moves them to another match.	<code>shadowgames.admin.match</code>
<code>/sg world list</code>	The match worlds that are open, with players and entities.	<code>shadowgames.admin.world</code>
<code>/sg world clean</code>	Deletes the worlds left orphaned.	<code>shadowgames.admin.world</code>
<code>/sg world template list</code>	The templates available.	<code>shadowgames.admin.world</code>
<code>/sg world template save <world> [name]</code>	Saves a world as a template.	<code>shadowgames.admin.world</code>
<code>/sg world preload <arena></code>	Builds an instance in advance. It works from the console as well.	<code>shadowgames.admin.world</code>
<code>/sg coins give take set <player> <n></code>	The in-game coins.	<code>shadowgames.admin.economy</code>
<code>/sg xp <player> <n></code>	Adds experience.	<code>shadowgames.admin.economy</code>
<code>/sg level set <player> <n></code>	Sets the level.	<code>shadowgames.admin.economy</code>
<code>/sg booster give <player> [x] [duration]</code>	A personal, timed multiplier.	<code>shadowgames.admin.economy</code>
<code>/sg booster clear <player></code>	Takes it away again.	<code>shadowgames.admin.economy</code>

<code>/sg multiplier <x> [duration]</code>	A multiplier for the whole server, for an event.	<code>shadowgames.admin.economy</code>
<code>/sg multiplier off</code>	Switches it off.	<code>shadowgames.admin.economy</code>
<code>/sg cosmetic list</code>	Every cosmetic, by type.	<code>shadowgames.admin.economy</code>
<code>/sg cosmetic give <player> <id></code>	Gifts one, without making them spend coins.	<code>shadowgames.admin.economy</code>
<code>/sg stats reset <player> [game]</code>	Resets the statistics.	<code>shadowgames.admin.stats</code>
<code>/sg stats set <player> <game> <key> <n></code>	Corrects a value.	<code>shadowgames.admin.stats</code>
<code>/sg stats export [csv json]</code>	Exports the whole table to a file.	<code>shadowgames.admin.stats</code>
<code>/sg stats kit <game></code>	Kit balance: how often they are picked and how often they win.	<code>shadowgames.admin.stats</code>
<code>/sg profile [player]</code>	A player's card. With no name it shows the server's timings.	<code>shadowgames.admin</code>

Lobbies and furnishing

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg lobby</code>	The lobbies you set, and where they are.	<code>shadowgames.admin.lobby</code>
<code>/sg lobby set [name]</code>	Puts a lobby where you are standing. With no name, main.	<code>shadowgames.admin.lobby</code>
<code>/sg lobby remove <name></code>	Removes it.	<code>shadowgames.admin.lobby</code>
<code>/sg lobby tp [name]</code>	Takes you there.	<code>shadowgames.admin.lobby</code>
<code>/sg lobby game <game> <name></code>	Which lobby whoever leaves that game ends up in.	<code>shadowgames.admin.lobby</code>
<code>/sg holo create <id> <game *> [key] [n]</code>	Hangs a leaderboard where you are standing.	<code>shadowgames.admin.lobby</code>
<code>/sg holo move <id></code>	Moves it to where you are, keeping the settings.	<code>shadowgames.admin.lobby</code>
<code>/sg holo remove <id></code>	Takes it down.	<code>shadowgames.admin.lobby</code>
<code>/sg holo list</code>	The leaderboards hanging.	<code>shadowgames.admin.lobby</code>
<code>/sg npc create <game> [arena]</code>	An entry point where you are standing.	<code>shadowgames.admin.lobby</code>
<code>/sg npc remove <id></code>	Removes it.	<code>shadowgames.admin.lobby</code>
<code>/sg npc refresh</code>	Redraws them all.	<code>shadowgames.admin.lobby</code>
<code>/sg npc list</code>	The entry points.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour list</code>	The courses, with mode, level and checkpoints.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour set <id> start checkpoint finish</code>	Puts the point where you are standing.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour set <id> undo clear</code>	Removes the last point, or all of them.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour mode <id> <mode></code>	CHECKPOINT, PERSISTENT or ONESHOT.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour time <id> <duration 0></code>	A time limit; 0 removes it.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour progress <player> <id></code>	Resets the progress saved on a persistent course.	<code>shadowgames.admin.lobby</code>

<code>/sg parkour tp <id></code>	Takes you to the start.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour delete <id></code>	Deletes the course.	<code>shadowgames.admin.lobby</code>
<code>/sg parkour reload</code>	Re-reads the folder.	<code>shadowgames.admin.lobby</code>

Competition

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg tournament list</code>	The tournaments and how they stand.	<code>shadowgames.admin.tournament</code>
<code>/sg tournament create <id> <game> [format] [entries] [name] [per-team]</code>	Creates one. Format ELIMINATION or ROUND_ROBIN.	<code>shadowgames.admin.tournament</code>
<code>/sg tournament info <id></code>	Game, format, state and entrants with their seeding.	<code>shadowgames.admin.tournament</code>
<code>/sg tournament start <id></code>	Closes entries at once and starts it.	<code>shadowgames.admin.tournament</code>
<code>/sg tournament cancel <id> [reason]</code>	Calls it off, saying why.	<code>shadowgames.admin.tournament</code>
<code>/sg tournament delete <id></code>	Deletes it.	<code>shadowgames.admin.tournament</code>
<code>/sg ranked [player]</code>	Rating and division in every ranked game.	<code>shadowgames.admin.stats</code>
<code>/sg ranked season [name]</code>	The season running, or opens a new one.	<code>shadowgames.admin.stats</code>
<code>/sg ranked set <player> <game> [points]</code>	Corrects a rating.	<code>shadowgames.admin.stats</code>
<code>/sg ranked divisions</code>	The eight divisions and their thresholds.	<code>shadowgames.admin.stats</code>
<code>/sg achievement list</code>	The achievements, with their levels and the final goal.	<code>shadowgames.admin.stats</code>
<code>/sg achievement give <player> <id> [level]</code>	Awards one.	<code>shadowgames.admin.stats</code>
<code>/sg achievement check <player></code>	Re-checks all of their thresholds.	<code>shadowgames.admin.stats</code>

System

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg help</code>	The families of commands, on one screen.	<code>shadowgames.admin</code>
<code>/sg status</code>	Storage, games, arenas, matches, worlds, schematics, kits, lobbies, integrations and errors.	<code>shadowgames.admin</code>
<code>/sg version</code>	The version running.	<code>shadowgames.admin</code>
<code>/sg reload [what]</code>	Reloads without a restart: config, lang, games, arenas, kits, shops, cosmetics, or everything.	<code>shadowgames.admin</code>
<code>/sg config [key] [value]</code>	Reads or changes a key, and says where it really comes from.	<code>shadowgames.admin.config</code>
<code>/sg lang list</code>	The languages loaded, with how many keys each one is missing.	<code>shadowgames.admin.config</code>
<code>/sg lang missing [language]</code>	Which keys are missing, one per line.	<code>shadowgames.admin.config</code>

<code>/sg perms <player></code>	Which of our nodes they really hold. It settles almost every report.	<code>shadowgames.admin.debug</code>
<code>/sg debug [on off]</code>	Switches the profiler on and off.	<code>shadowgames.admin.debug</code>
<code>/sg timings</code>	The fifteen slowest spots, with calls, average and worst.	<code>shadowgames.admin.debug</code>
<code>/sg error [id]</code>	The errors on record; with the id, the full trace.	<code>shadowgames.admin.debug</code>
<code>/sg network</code>	The state of the network's servers and of the proxy.	<code>shadowgames.admin.debug</code>
<code>/sg storage info</code>	Type, prefix, schema version, size and rows per table.	<code>shadowgames.admin.storage</code>
<code>/sg storage migrate</code>	Copies the local database into the MySQL from the config.	<code>shadowgames.admin.storage</code>
<code>/sg backup</code>	Configuration, arenas, kits and database in a dated zip.	<code>shadowgames.admin.storage</code>
<code>/sg backup list</code>	The backups made, with date and size.	<code>shadowgames.admin.storage</code>
<code>/sg license</code>	Edition, status, days, limits and server fingerprint.	<code>shadowgames.admin.license</code>
<code>/sg license activate <key></code>	Activates a key.	<code>shadowgames.admin.license</code>
<code>/sg license claim <code></code>	Has the server request the key, already tied to its addresses.	<code>shadowgames.admin.license</code>
<code>/sg license refresh</code>	Checks again right now.	<code>shadowgames.admin.license</code>
<code>/sg import list</code>	The formats it can read.	<code>shadowgames.admin.arena</code>
<code>/sg import <format auto> <folder></code>	Reads another plugin's arenas.	<code>shadowgames.admin.arena</code>

Coming from another minigames plugin

COMMAND	WHAT IT DOES	PERMISSION
<code>/sg import bedwars1058 <folder></code>	BedWars1058.	—
<code>/sg import bedwars2023 <folder></code>	BedWars2023.	—
<code>/sg import mbedwars <folder></code>	MBedwars.	—
<code>/sg import skywarsreloaded <folder></code>	SkyWars Reloaded.	—
<code>/sg import auto <folder></code>	When you do not know which.	—

Permissions

Every node, what it grants, and who gets it by default.

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowgames.player.play</code>	Join a match	Everyone
<code>shadowgames.player.leave</code>	Leave a match	Everyone

<code>shadowgames.player.menu</code>	Open the game picker	Everyone
<code>shadowgames.player.kit</code>	Pick a kit	Everyone
<code>shadowgames.player.tournament</code>	Enter the tournaments	Everyone
<code>shadowgames.player.parkour</code>	Run the lobby's parkour courses	Everyone
<code>shadowgames.player.party</code>	Use the parties	Everyone
<code>shadowgames.player.spectate</code>	Watch a match	Everyone
<code>shadowgames.player.stats</code>	See your own statistics	Everyone
<code>shadowgames.player.stats.others</code>	See other players' statistics	Everyone
<code>shadowgames.player.top</code>	See the leaderboards	Everyone
<code>shadowgames.chatgames.play</code>	Take part in chat games and hide them for yourself	Everyone
<code>shadowgames.bypass.protection</code>	Build and break even where the match forbids it	Operators
<code>shadowgames.bypass.commands</code>	Use outside commands during a match	Operators
<code>shadowgames.admin.arena</code>	Create, delete and enable arenas	Operators
<code>shadowgames.admin.setup</code>	Setup sessions, markers, selection	Operators
<code>shadowgames.admin.build</code>	An arena's components and layout	Operators
<code>shadowgames.admin.schem</code>	Save, paste and convert schematics	Operators
<code>shadowgames.admin.match</code>	Start, stop and move matches	Operators
<code>shadowgames.admin.world</code>	Match worlds and templates	Operators
<code>shadowgames.admin.economy</code>	Coins, xp, levels, boosters, multipliers	Operators
<code>shadowgames.admin.stats</code>	Reset, correct and export the statistics	Operators
<code>shadowgames.admin.lobby</code>	Lobbies, signs, holograms, entry points	Operators
<code>shadowgames.admin.sign</code>	Create and remove the entry signs	Operators
<code>shadowgames.admin.config</code>	Read and change configuration and languages	Operators
<code>shadowgames.admin.debug</code>	Profiler, permissions, recorded errors	Operators
<code>shadowgames.admin.license</code>	See and activate the licence	Operators
<code>shadowgames.admin.storage</code>	Database, migration, backup	Operators
<code>shadowgames.admin.tournament</code>	Create, start and cancel tournaments	Operators
<code>shadowgames.chatgames.admin</code>	Start, stop, list and reload chat games	Operators
<code>shadowgames.admin</code> 18 CHILDREN	The whole of ShadowGames administration	Operators

Integrations

None of these has to be installed, except the ones marked required: when it is there, ShadowGames uses it; when it is missing, it works all the same.

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowPermissions	Optional
ShadowRegions	Optional
ShadowEconomy	Optional
PlaceholderAPI	Optional
Vault	Optional
WorldEdit	Optional
FastAsyncWorldEdit	Optional
Oraxen	Optional
Nexo	Optional
ItemsAdder	Optional
MMOItems	Optional
EcoItems	Optional
Slimefun	Optional
ExecutableItems	Optional
HeadDatabase	Optional
EcoEnchants	Optional
ExcellentEnchants	Optional
AdvancedEnchantments	Optional
Zenchantments	Optional
MythicMobs	Optional
EliteMobs	Optional
LevelledMobs	Optional
InfernalMobs	Optional

Money features need an economy: ShadowEconomy, or Vault with an economy plugin. Without one, those features switch themselves off and the rest of the plugin works.

Licence and help

The licence covers the number of servers stated at purchase and does not expire. It is activated from the game or the console, and from then on the Premium features switch on by themselves at every boot.

■ IF SOMETHING DOES NOT ADD UP

Support goes through tickets, from the customer area on **shadowmc.net** or from the game with ShadowControl. A ticket opened from the game arrives with the Paper version, the plugin version, the operating system and the last errors already attached: half the investigation is done.

SHADOWMC

Build. Empower. Dominate.

shadowmc.net