



Version 2.2

Installation and Game Guide

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1 – INTRODUCTION

tPC Parkour is a parkour map made by tetrix1993, who made t3c (tetrix1993's 3rd Obstacle Course). tPC stands for "tetrix1993's Parkour Collection. The first version was released on 21 January 2013.

tPC Parkour is a huge parkour map that contains different courses known as 'challenge'. Each challenge has its own unique themes. Themes include park, desert, nether, and shopping centre.

In the newest version, tPC Parkour contains **27 challenges** and **260 stages**. Out of the 27, 17 challenges are originally from the t3c map.

This map is available in three languages – [English](#), [Chinese \(Traditional\)](#), and [Japanese](#). Besides the English and Chinese version, the Japanese version is incomplete.

2 – INSTALLATION INSTRUCTIONS

2.1 Pre-requisite

Before you install the map, please ensure that the client version of Minecraft is **Minecraft 1.7, or newer**. If you do not update it, you will encounter problems in the game.

2.2 Installing the map

Once you have downloaded the map, please follow the instructions below to install.

(Note: These instructions apply to Windows only. For Mac or Linux, please search the Minecraft forum for the instructions.)

1. Open up any folder.
2. In the address bar, type '%appdata%/.minecraft/saves' and press 'Enter'. A 'saves' folder should appear.
3. Open up the 'tPC Parkour Version 2.2.zip' you downloaded.
4. Open the 'Maps' folder.
5. Drag the 'tPC Parkour – Challenge 1 to 25', 'tPC Parkour – Challenge 26' and 'tPC Parkour – Challenge 27' folders into the 'saves' folder. The three maps should be installed successfully.

2.3 Installing sounds

tPC Parkour has its own sound. All the sounds are vocals that are generated from Google Translate. To install the sound, please follow the instructions.

(Note: These instructions apply to Windows only. For Mac or Linux, please search the Minecraft forum for the instructions.)

1. Open up any folder.
2. In the address bar, type '%appdata%/.minecraft/resourcepacks' and press 'Enter'. A 'resourcepacks' folder should appear.

3. Open up the 'tPC Parkour Version 2.2.zip' you downloaded.
4. Open up the 'Resource Pack' folder.
5. Drag the 'tPC Sound Pack v2.2' into the 'resourcepacks' folder.
6. Open up Minecraft.
7. Click 'Options' and then 'Resource Packs...'
8. Under the 'Available Resource Packs', double-click the tPC Sound Pack v2.2. It should go to the right.
9. Click 'Done'. The sound pack should be installed successfully.

3 – MAP TERMINOLOGIES

tPC Parkour uses some terminologies that you should get yourself familiarise with. The common terms used in the map are as follows:

- **Challenge** – These are basically the 'course' in the map. tPC Parkour is made up of several challenges with different themes, which includes a park, a desert, the netherworld, and even a shopping centre. You can choose any challenges in any order.
- **Stage** – Within a challenge, there are small sections known as 'stages'. A stage is a subset of a challenge. The stages make up one challenge. In order to complete a challenge you must complete all the stages. However, you must play the stages in numerical order.
- **Checkpoint** – Between each stage, there will be a checkpoint. This is implemented so that you do not have to restart all over again. You are advised to open the checkpoint doors whenever you completed a stage. If you want to give up the challenge and move to any challenge, you may use the checkpoint to leave the challenge, and come back once you are skilled enough. Some challenges do not use levers to open checkpoint doors – the checkpoints in these challenges are created automatically.
- **Mini-checkpoint** – These are checkpoints within a stage. In some big stages, you may come across these mini-checkpoints.

Important note: Do not confuse the term 'Challenge' and 'Stage'! For example, Stage 14 is **not** Challenge 14. Stage 14 refers to Stage 2–4, the 14th stage of the map.

4 – MAP RULES

4.1 Singleplayer Rules

1. Play on **Peaceful** mode.
2. You may **not** break any blocks, including glowstones, glasses, strings, and item frames.
3. Some stages have a special rule. Please follow this rule for that stage only. An example of a special rule would be "Do not jump from lapis blocks".
4. Mods that affect your movements are **not allowed**. These include BetterSprint mod, Fly mod, Portal mod, SmartMoving mod, and other mods that change the movement.
5. You must play on **Adventure** mode (by default).
6. You may **not** trade with villagers.
7. You may **not** 'Open to LAN' to gain access to the commands.

4.2 Multiplayer Rules

1. You must follow Rule 1 to 6 listed under the 'Singleplayer Rules'.
2. You may **not teleport to the other players, or allow other players to teleport to you.**
3. You must play as if you are playing in Singleplayer. For example, holding down the pressure plates for the other players in Challenge 18 is not allowed.
4. The Command Blocks setting must be **enabled**.
5. The PVP setting must be **disabled**.

5 – MAP SYSTEMS

There are several systems used in tPC Parkour. Please read to find out.

5.1 Anti-Damage System (ADS)

The ADS will make all players of the map to be invincible. The players will gain constant **Resistance** effect if enabled.

5.2 Constant Clear Weather System (CCWS)

The CCWS will change the weather to 'clear' constantly if enabled.

5.3 Anti-PVP System (APS)

When enabled, players cannot hit each other.

5.4 Troll System (TS)

When enabled, you will be trolled by the map. There are some 'Trolls' that are found in various place of the map. If you happen to meet it, you will be trolled, unless disabled.

5.5 Warp System

This system is the core of the map. You will use it very often. There are several types of warp system used in this map.

5.5.1 Challenge Warp System

This system connects you from the Challenge Warp Centre to the challenges itself. If you want to proceed to other challenges, you must use this system to warp to the Checkpoint Warp Centre, and warp to the next challenge.

5.5.2 Checkpoint System

As you are playing the map, you will notice several buttons on a conspicuous block at the bottom of the stage. Pressing the buttons would warp you back to the beginning of the stage. This is a convenient warp system that warps you back immediately to the stage without having to physically move.

5.6 Time Trial



You can play the Time Trial for all challenges with the tag 'RPTB'. A stopwatch will be displayed to show the time (10 points are equivalent to a second, while 600 points are equivalent to one minute).

5.7 Anti-Cheating System (ACS)

The ACS prevents you from cheating in tPC Parkour. The ACS will warp all players not in Adventure mode to the spawn, and will change their game mode to Adventure.

In addition, the ACS will also remove certain items, such as TNT, ladder, Milk, Speed potion, and certain effects such as Night Vision.

5.7.1 Anti-Breaking System (ABS)

As part of the ACS, the ABS will constantly give the 'Mining Fatigue' effect to all players. Players with this effect will be unable to break the blocks which can be broken in Adventure mode. Hence, you are advised to set the Particle settings to the minimal.

5.7.2 Disabling the ACS

You may disable the ACS by following the procedures below.

1. In the game, press 'Esc' and select 'Open to LAN'.
2. Change the 'Allow Cheats' to 'ON'.
3. Click the 'Start LAN World' button.
4. In the chat bar, type **`/scoreboard players set <IGN> antiCheat 1`**, where the <IGN> is your in-game character name.

Disabling the ACS will also disable the ABS.

6 – CHALLENGE STRUCTURES

At the entrance of each challenge, you will find some common things:

- Challenge number and challenge name (see Section 6.1)
- Number of stages (see Section 6.1)
- Difficulty level
- Tags
- Date of construction
- Redstone torch(es)
- Time Trial (see Section 5.6)

6.1 Stage Classification

In each stage, there will be a sign that states the following:

STAGE
C/N–S/N
<S/C>

Example (Stage 2-4):

STAGE
2-4
<14>







For example, Stage 2-4:

- **C/N** – Challenge Number (for example, '2' for Challenge 2)
- **S/N** – Stage number (for example, '4' for 4th stage of Challenge 2)
- **S/C** – Stage code. Each stage has a unique stage code.
Stage 2-4's stage code is **14**. You may also refer this stage as 'Stage 14' or 14th stage.
 - From Challenge 26 onwards, it will be displayed as <Stage **S/C**> instead of just <**S/C**>.



6.2 Difficulty Level

Each challenge has its own difficulty level. These challenges are classified under six different types of difficulty levels that are colour-coded. The higher the difficulty, the better the rewards will be for completing that challenge.

Colours		Difficulty	Rewards (Emeralds)
	Green	Easy	1
	Yellow	Normal	2
	Orange	Hard	4
	Red	Very Hard	6
	Magenta	Extreme	8
	Purple	Uber Extreme	12

6.3 Tags

Tags are assigned to challenges to give you an idea of what the challenge is about. For example, if the challenge is tagged with 'BURN', this means the challenge contains lava or fire. Below is the list of tags used in the map:

- **ADV (Adventure)** – Indicates an adventure-parkour challenge.
- **BSTG (Big-stages)** – Contains large stages.
- **BURN (Burn)** – Contains stages with lava and/or fire.
- **CACT (Cacti)** – Contains cacti.
- **DARK (Darkness)** – Contains dark stages.
- **DTH (Death)** – Contains stages that may kill you through various ways except burning, falling, pricked by cacti, or the use of TNT.
- **DOOR (Doors)** – Contains stages that uses door mechanisms as parkour.
- **FALL (Fall-hazard)** – Contains stages that may kill you by falling.
- **ICE (Ice)** - Contains ice.
- **LDDR (Ladder-intensive)** – Contains stages with many ladders.
- **MAZE (Maze)** – Contains stages with maze.
- **NRWJ (Narrow-jump)** – Contains stages where players must jump to/from a narrow platform (e.g. glass pane, iron bar)
- **PIST (Pistons)** – Contains stages with pistons (usually moving platforms).
- **POW (Power)** – Contain powered jumps (received Jump or Speed Boost from Splash Potions)
- **PUZ (Puzzle)** – Contains stages with puzzles.
- **RSTN (Redstone)** – Contains stages that uses a lot of redstones except pistons or door mechanisms.
- **RPTB (Repeatable)** – Challenges that are repeatable. Time Trial is available.
- **SAND (Sand)** – Challenges that uses sand mechanisms as parkour.
- **SLOW (Slow)** – Contains soul sand.
- **SPRN (Sprint-intensive)** – Contains stages that requires many sprint jumps to clear.
- **TIME (Time)** – Contain stages with time-based jumps.
- **TNT (TNT)** – Contain stages with TNTs that may kill you (deals 10 heart damage without armour)
- **VRJ (Very Hard Jumps)** – Contain stages with 3-blocks-1-high jumps and 4-blocks jump.
- **VOID (Void)** – Contain stages with void.
- **WTR (Water)** – Contain stages using water mechanisms.

6.4 Others

The challenge's date of construction is also displayed at the entrance of the map. Upon completing the challenge, the redstone torches in front of the challenge will light up. The redstone lamp in the Challenge Warp Centre will also light up.

7 – LIST OF CHALLENGES

In the Challenge Warp Centre, you can warp to the challenges by pressing the corresponding button. Each challenge is colour-coded which represents the difficulty level. Below is a list of challenges arranged in numerical order, and the creator's recommended difficulty order.

7.1 Challenges by Numerical Order

C/N	Challenge Name	Difficulty	No. of stages
1	Beginner's Playground*	Easy	10
2	Newbie's Playground	Easy	10
3	Power Factory	Normal	10
4	Lost Dungeon	Normal	10
5	Frozen Ground*	Normal	8
6	Tranquil Park*	Normal	8
7	Pleasant Park	Normal	8
8	Ruins of the Vast Sands	Normal	8
9	Dark Dungeon*	Normal	10
10	Golden Heights*	Hard	14
11	Cave Ruins*	Hard	16
12	Serene Garden*	Hard	8
13	Construction Site*	Hard	6
14	Snowfall Field*	Hard	8
15	Agility Laboratory*	Hard	10
16	Magma Dungeon*	Hard	8
17	Frigid Cavern*	Hard	12
18	Secluded Laboratory	Very Hard	10
19	Chinatown*	Very Hard	8
20	Lapis Tower*	Very Hard	8
21	Burning Inferno	Very Hard	8
22	Water Factory*	Very Hard	10
23	Orchard Mall*	Extreme	12
24	Extreme Facility*	Uber Extreme	10
25	Emerald Facility*	Uber Extreme	10
26	Monochrome World	Normal	10
27	Colourful World	Hard	10
Total			260

*These challenges are originally from t3c.

7.2 Challenges by Difficulty Order

The list below is arranged in the difficulty order recommended by the creator. Please note that this is a *recommended* difficulty order. It may be inaccurate, depending on the skills of the players.

No	C/N	Challenge Name	Difficulty	No. of stages
1	2	Newbie's Playground	Easy	10
2	1	Beginner's Playground*	Easy	10
3	5	Frozen Ground*	Normal	8
4	6	Tranquil Park*	Normal	8
5	26	Monochrome World	Normal	10
6	9	Dark Dungeon*	Normal	10
7	7	Pleasant Park	Normal	8
8	8	Ruins of the Vast Sands	Normal	8
9	4	Lost Dungeon	Normal	10
10	3	Power Factory	Normal	10
11	10	Golden Heights*	Hard	14
12	11	Cave Ruins*	Hard	16
13	12	Serene Garden*	Hard	8
14	13	Construction Site*	Hard	6
15	14	Snowfall Field*	Hard	8
16	15	Agility Laboratory*	Hard	10
17	27	Colourful World	Hard	10
18	16	Magma Dungeon*	Hard	8
19	17	Frigid Cavern*	Hard	12
20	18	Secluded Laboratory	Very Hard	10
21	19	Chinatown*	Very Hard	8
22	20	Lapis Tower*	Very Hard	8
23	21	Burning Inferno	Very Hard	8
24	22	Water Factory*	Very Hard	10
25	23	Orchard Mall*	Extreme	12
26	24	Extreme Facility*	Uber Extreme	10
27	25	Emerald Facility*	Uber Extreme	10
		Total		260

*These challenges are originally from t3c.

7.3 Challenges by Tags

Below is the list of challenges sorted by tags.

Tags	Meaning	Challenge(s)
ADV	Adventure	None
BSTG	Big-stages	10, 11, 15, 17, 20, 23, 24, 25
BURN	Burn	16, 21
CACT	Cacti	None
DARK	Darkness	4, 9
DTH	Death	None
DOOR	Door	None
FALL	Fall-hazard	13, 20, 23
ICE	Ice	14, 17
LDDR	Ladder-intensive	13, 19, 20, 21, 23, 24, 25
MAZE	Maze	None
NRWJ	Narrow-jump	25
PIST	Piston	16, 18
POW	Power	3, 4, 27
PUZ	Puzzle	None
RSTN	Redstone	15, 22, 27
RPTB	Repeatable	All challenges
SAND	Sand	None
SLOW	Slow	21
SPRN	Sprint-intensive	3, 4, 5, 7, 10, 11, 15, 16, 17, 18, 20, 21, 24, 25, 26, 27
TIME	Time	15
TNT	TNT	None
VRJ	Very-hard-jump	24, 25
VOID	Void	None
WTR	Water	22

8 – CHALLENGE INFORMATION

Challenge 1 – Beginner's Playground		
Difficulty	Easy	
No. of stages	10 (1 – 10)	
Tags	RPTB	
Built on	28 May 2011	
Chinese	新手樂園	
Japanese	ビギナー・プレイグランド	
Descriptions		
Beginner's Playground is an iron building filled with relatively simple parkour.		

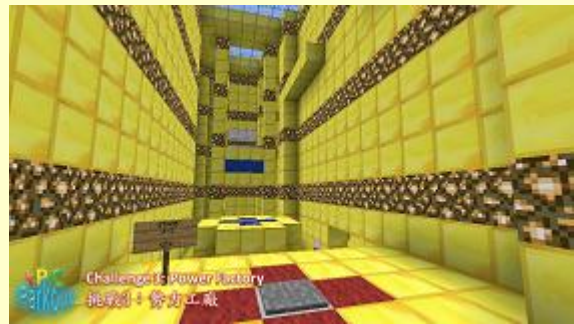
Challenge 2 – Newbie's Playground

Difficulty	Easy
No. of stages	10 (11 – 20)
Tags	RPTB
Built on	21 January 2013
Chinese	新手樂園 II
Japanese	ニュービー・プレイグランド
Descriptions	
Newbie's Playground is an iron building filled with simple parkour. Suitable for speed run.	



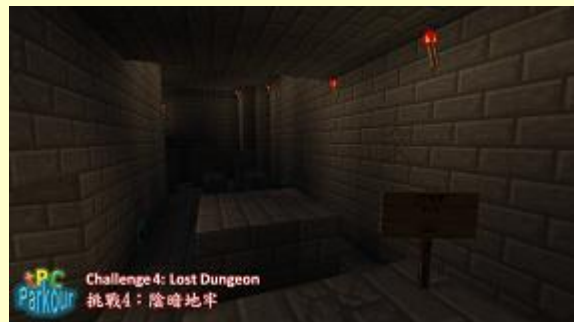
Challenge 3 – Power Factory

Difficulty	Normal
No. of stages	10 (21 – 30)
Tags	POW, RPTB, SPRN
Built on	9 April 2013
Chinese	勢力工廠
Japanese	パワー・ファクトリー
Descriptions	
Power Factory is a golden facility filled with powered jumps – speed and jump boost.	



Challenge 4 – Lost Dungeon

Difficulty	Normal
No. of stages	10 (31 – 40)
Tags	DARK, POW, RPTB, SPRN
Built on	10 August 2013
Chinese	陰暗地牢
Japanese	ロスト・ダンジョン
Descriptions	
Lost Dungeon is a dark challenge with some power jumps and staircase jumps.	



Challenge 5 – Frozen Ground

Difficulty	Normal
No. of stages	8 (41 – 48)
Tags	RPTB, SPRN
Built on	22 February 2013
Chinese	冰凍領域
Japanese	フローズン・グランド
Descriptions	
Frozen Ground is a snowy village found in the Northern Hemisphere. Players are to jump across the coniferous trees and small buildings.	



Challenge 6 – Tranquil Park

Difficulty	Normal
No. of stages	8 (49 – 56)
Tags	RPTB
Built on	31 March 2012
Chinese	寧靜公園
Japanese	トランクイル・パーク

Descriptions

Tranquil Park is a park with a large lake in the middle. Players are to jump across trees and rock formations on the lake.

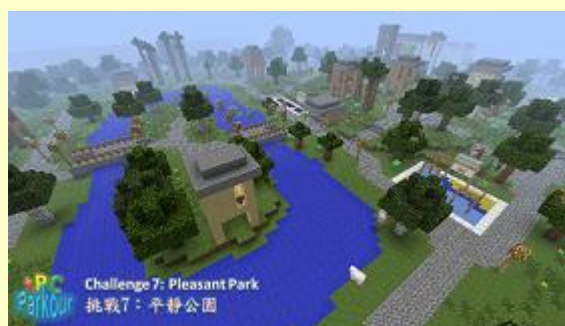


Challenge 7 – Pleasant Park

Difficulty	Normal
No. of stages	8 (57 – 64)
Tags	RPTB, SPRN
Built on	10 February 2013
Chinese	平靜公園
Japanese	プレザント・パーク

Descriptions

Pleasant Park is a large neighbourhood park based on Singapore's. There is a fitness corner, jogging track, and a large lake in this park.



Challenge 8 – Ruins of the Vast Sands

Difficulty	Normal
No. of stages	8 (65 – 72)
Tags	RPTB
Built on	14 February 2013
Chinese	沙漠遺址
Japanese	デザート・ルーインズ

Descriptions

Ruins of the Vast Sands is a desert ruins found in a remote area of the Sahara Desert.



Challenge 9 – Dark Dungeon

Difficulty	Normal
No. of stages	10 (73 – 82)
Tags	DARK, RPTB
Built on	22 February 2012
Chinese	黑暗地牢
Japanese	ダーク・ダンジョン

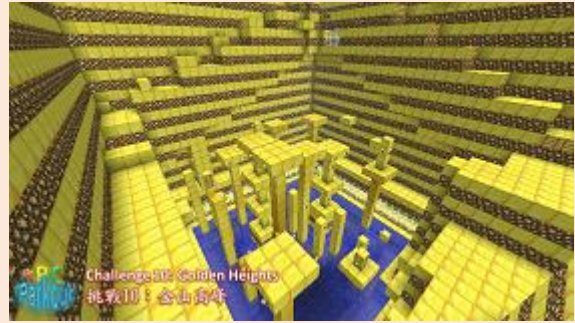
Descriptions

Dark Dungeon is a gloomy dungeon filled with abandoned cells.



Challenge 10 – Golden Heights

Difficulty	Hard
No. of stages	14 (83 – 96)
Tags	BSTG, RPTB, SPRN
Built on	17 September 2011
Chinese	金山高峰
Japanese	ゴールデン・ハイツ
Descriptions	
Golden Heights is a gigantic and tall building filled with large stages.	



Challenge 11 – Cave Ruins

Difficulty	Hard
No. of stages	16 (97 – 112)
Tags	BSTG, RPTB, SPRN
Built on	14 September 2011
Chinese	洞穴遺址
Japanese	ケイブ・ルーインズ
Descriptions	
Cave Ruins is a complex cave that was discovered in the Amazon Rainforest.	



Challenge 12 – Serene Garden


Difficulty	Hard
No. of stages	8 (113 – 120)
Tags	RPTB
Built on	2 June 2011
Chinese	安詳花園
Japanese	シリーン・パーク
Descriptions	
Serene Garden is a quiet garden with beautiful scenery.	





Challenge 13 – Construction Site


Difficulty	Hard
No. of stages	6 (121 – 126)
Tags	FALL, LDDR, RPTB
Built on	13 February 2012
Chinese	建築施工現場
Japanese	コンストラクション・サイト
Descriptions	
Construction Site, as its name implies, is a building site for constructing some apartments.	



Challenge 14 – Snowfall Field		
Difficulty	Hard	
No. of stages	8 (127 – 134)	
Tags	ICE, RPTB	
Built on	2 July 2011	
Chinese	降雪領域	
Japanese	スノーフォール・フィールド	
Descriptions		
Frozen Field is a large snowfield filled with strange floating ice.		

Challenge 15 – Agility Laboratory		
Difficulty	Hard	
No. of stages	10 (135 – 144)	
Tags	BSTG, RSTN, RPTB, SPRN, TIME	
Built on	7 March 2012	
Chinese	敏捷實驗室	
Japanese	アジリティー・ラボラトリー	
Descriptions		
Agility Laboratory is a time-based challenge that requires the players to complete the stages within a time limit.		

Challenge 16 – Magma Dungeon		
Difficulty	Hard	
No. of stages	8 (145 – 152)	
Tags	BURN, PIST, RPTB, SPRN	
Built on	28 October 2012	
Chinese	岩漿地牢	
Japanese	マグマ・ダンジョン	
Descriptions		
Magma Dungeon is a dungeon filled with lava.		

Challenge 17 – Frigid Cavern		
Difficulty	Hard	
No. of stages	12 (153 – 164)	
Tags	BSTG, ICE, RPTB, SPRN	
Built on	7 August 2012	
Chinese	冰凍洞穴	
Japanese	フリージド・キャバーン	
Descriptions		
Frigid Cavern is a large, icy cavern filled with ice jumps.		

Challenge 18 – Secluded Laboratory

Difficulty	Very Hard
No. of stages	10 (165 – 174)
Tags	PIST, RTPB, SPRN
Built on	26 February 2013
Chinese	地下實驗室
Japanese	アンダーグラウンド・ラボラトリー
Descriptions	
Secluded Laboratory is a laboratory filled with piston jumps.	



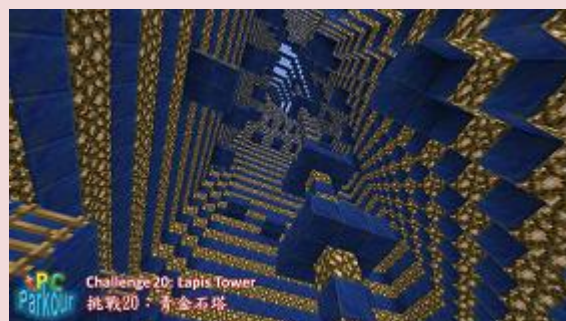
Challenge 19 – Chinatown

Difficulty	Very Hard
No. of stages	8 (175 – 182)
Tags	LDDR, RPTB
Built on	1 October 2011
Chinese	牛車水
Japanese	チャイナタウン
Descriptions	
Chinatown (牛車水, Pinyin: niú chē shuǐ) is an ethnic neighbourhood featuring distinctly Chinese cultural elements in Singapore.	



Challenge 20 – Lapis Tower

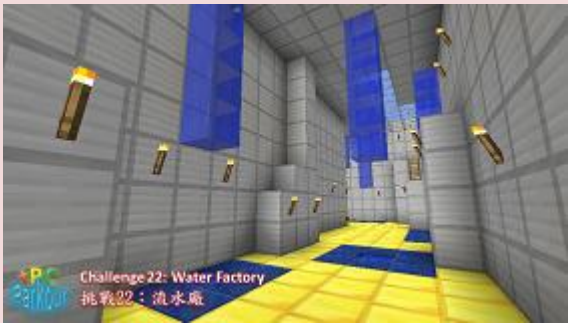
Difficulty	Very Hard
No. of stages	8 (183 – 190)
Tags	BSTG, FALL, LDDR, RPTB, SPRN
Built on	9 April 2012
Chinese	青金石塔
Japanese	ラピス・タワー
Descriptions	
Lapis Tower is a towering blue tower with large stages.	

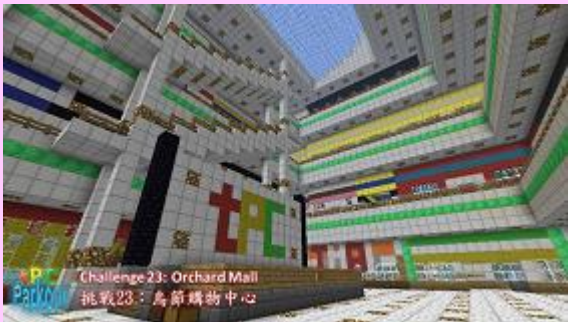


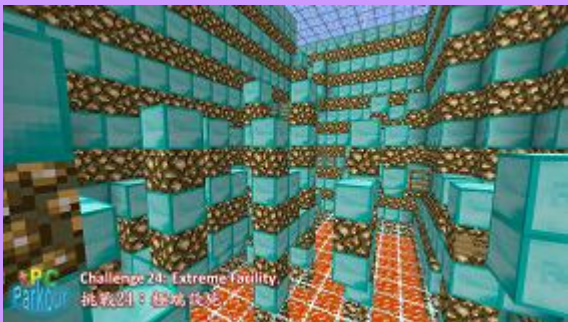
Challenge 21 – Burning Inferno

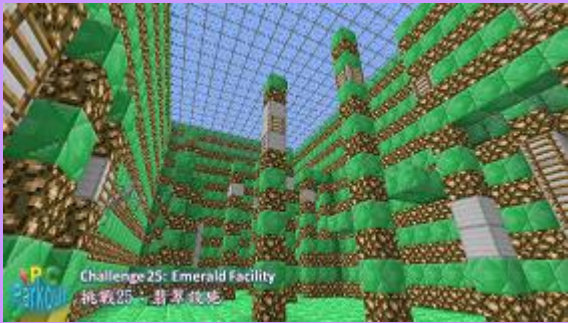
Difficulty	Very Hard
No. of stages	8 (191 – 198)
Tags	BURN, BSTG, LDDR, RPTB, SLOW, SPRN
Built on	13 March 2013
Chinese	燃燒之地獄
Japanese	バーニング・インフェルノ
Descriptions	
Burning Inferno is a hell-themed challenge filled with lava and soul sand.	




Challenge 22 – Water Factory		
Difficulty	Very Hard	
No. of stages	10 (199 – 208)	
Tags	RSTN, RPTB, WTR	
Built on	27 February 2012	
Chinese	流水廠	
Japanese	ウォーター・ファクトリー	
Descriptions		
Water Factory is a water-themed challenge filled with water-based parkour.		

Challenge 23 – Orchard Mall		
Difficulty	Extreme	
No. of stages	12 (209 – 220)	
Tags	BSTG, FALL, LDDR, RPTB	
Built on	11 September 2012	
Chinese	烏節購物中心	
Japanese	オーチャード・モール	
Descriptions		
Orchard Mall is a shopping centre built based on Singapore's Plaza Singapura.		

Challenge 24 – Extreme Facility		
Difficulty	Uber Extreme	
No. of stages	10 (221 – 230)	
Tags	BSTG, LDDR, RPTB, SPRN, VRJ	
Built on	9 October 2011	
Chinese	極端設施	
Japanese	エクストリーム・ファシリティ	
Descriptions		
Extreme Facility is a diamond facility filled with near-impossible jumps.		


Challenge 25 – Emerald Facility		
Difficulty	Uber Extreme	
No. of stages	10 (231 – 240)	
Tags	BSTG, LDDR, NRWJ, RPTB, SPRN, VRJ	
Built on	11 October 2012	
Chinese	翡翠設施	
Japanese	エメラルド・ファシリティ	
Descriptions		
Emerald Facility is a green facility filled with insane jumps.		

Challenge 26 – Monochrome World	
Difficulty	Normal
No. of stages	10 (241 – 250)
Tags	RPTB, SPRN
Built on	14 November 2013
Chinese	黑白世界
Japanese	モノクローム・ワールド
Descriptions	
Monochrome World is a black-and-white themed world that is suitable for Speed Running.	





Challenge 27 – Colourful World	
Difficulty	Hard
No. of stages	10 (251-260)
Tags	BURN, PIST, RPTB, SPRN
Built on	12 January 2014
Chinese	色彩世界
Japanese	カラフル・ワールド
Descriptions	
Colourful World is a challenge filled with many colours. It is a very redstone-intensive challenge, therefore players may experience 'lag'.	





9 – OTHER NOTES

9.1 Diamonds

Diamonds are additional items found throughout the map. Try to find all diamonds in the map!

9.2 Bugs and Flaws

If you have found any bugs and flaws in the map, please post a reply to the forum thread (link below) or send a private message to **tetrix1993** in the Minecraft forum.

The link to this map is <http://www.minecraftforum.net/topic/1652275-/>

10 – TERMS AND CONDITIONS

Intepretation

- In this terms and conditions, unless the context otherwise requires –
 - “map” refers to “tPC Parkour”.
 - “creator” refers to the **tetrix1993**, the creator of the map.
 - “player” refers to anyone who plays the map.
 - “Let’s Play” refers to a video in which a player recorded his/her progress in the map.
- By downloading the map, you have agreed to the terms and conditions set out by the creator.

Sharing the Map

3. You are allowed to share the map, provided that the link you shared on a website or other media is the link to the map forum thread (i.e. <http://www.minecraftforum.net/topic/1652275-/>)
4. You **may not** share the map by
 - a. sharing the direct download link to the map (i.e. Mediafire link).
 - b. uploading the map to a file sharing website and sharing it to others.
5. The rationale for sub-paragraph 4(a) is to ensure that players download the latest of the map as the download link for the old version of the map would be invalid.

Promoting the Map

6. Let's Play is a form of promotion of the map.
7. You are allowed to promote the map in any way that is deemed morally acceptable.
8. The following promotions are not acceptable:
 - a. Use of foul language.
 - b. Any sexual references.
 - c. Any racial or religious discrimination comments.
 - d. Anything that is deemed inappropriate subjected to the international law.

Multiplayer

9. You **may not** host the map in a server, unless
 - a. the server is a LAN server and is not public.
 - b. the server is a private server.
10. Notwithstanding Paragraph 9, you may host the map in a public server, provided that you have obtained written permission from the creator. You may obtain permission from the creator by sending a private message to the creator in the Minecraft forum.

Modifying the Map

11. You are **not allowed** to modify the map and share it to any media.

Translating the Map

12. You **may not** translate the map without written permission from the creator. You may request permission by sending a private message to the creator in the Minecraft forum.
13. You are obliged to follow the creator's instructions for translating the map.

Liability of the Creator

14. The creator is not liable for any damages the player would receive from installing and playing the map. Please play the map at your own risk.

Others

15. The terms and conditions may be subjected to changes without notification.

16. Should there be any loopholes in the terms and conditions, you are not allowed to take advantage of it.

11 – CREDITS

Programs used to create the map

- **Google Translate** – text-to-speech generations and translations
- **MCedit** – to create and clone large structures easily
- **NBTEplorer** – to insert coloured text and Chinese characters
- **NeoSpeech** – text-to-speech generations
- **SonyVegas** – convert sound files to .ogg format, and edit sounds

Sound(s) used

- RHumphries – rbh Applause 05 big.WAV
<<http://www.freesound.org/people/RHumphries/sounds/1925/>>