

# Minigame Format

## Name of creation

(Examples [Name of creation](#))

**By** User1 (Discord: @user1)

(Examples [Creator](#))

**Version** 1.16.0 - Latest

(Examples [Version](#))

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples [Credits](#))

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples [Description](#))

### Important Information

- Simulation distance
  - (Examples [Simulation Distance](#))
- Rates
  - (Examples [Rates](#))

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
    - (Examples [Creation Date](#))
  - **Archived Date**
    - (Examples [Archived Date](#))
  - **Size**
    - (Examples [Size](#))
  - **Gamerule**
    - (Examples [Gamerule](#))
  - **Dimensions**
    - (Examples [Dimension](#))
  - **Biome**
    - (Examples [Biome](#))
  - **Kill Method**
    - (Examples [Kill Method](#))
  - **Loot Delivery**
    - (Examples [Loot Delivery](#))
  - **Experience Delivery**
    - (Examples [Experience Delivery](#))
  - **Notes**
    - (Examples [Notes](#))
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Revision #4

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