Create a separate BentoBox BSkyBlock island world safely

BSkyBlock adds a SkyBlock game mode to BentoBox. Keep its worlds separate from your existing survival worlds and review generation settings before players create islands. Changing island spacing after a community starts needs a migration plan, rather than a casual configuration edit.

Match the core and game-mode releases

Install a supported BentoBox core and the BSkyBlock addon that matches it. The official BSkyBlock page checked for this guide states that BSkyBlock 1.20.0 requires BentoBox 3.13.0 or newer and Paper 1.21.11. That is one documented combination, not a claim that every newer server release works. Read the selected releases' requirements before downloading either file.

Keep existing worlds, player data and plugin configuration. List every loaded world name and choose unused names for the new game mode. Check free disk capacity and available memory for additional dimensions. A separate world still consumes resources within the same game-server plan.

Generate configuration in a safe place

1. Use a private copy for the initial configuration trial. Install BentoBox through its supported plugin procedure and run it once to create its data folders.
2. Stop that test server and place the compatible BSkyBlock JAR in BentoBox's `addons` directory, rather than treating the addon as an independent top-level plugin.

3. Start and read the addon load result. Note which worlds and addon configuration it creates.
4. Stop before editing the generated game-mode configuration. Review world names, island distance, protection range and starting template choices.

Plan geometry before opening islands

BSkyBlock documents island distance and protection range as radius values. Do not interpret them as full island width. The documentation also describes adjustment to chunk boundaries. Use the generated comments and current release notes to understand the exact geometry before publishing a promised island size.

Choose settings on the private copy before any real player islands exist. If a world already contains islands, preserve it and ask for a supported migration approach. Do not follow world-deletion instructions against a populated world. For an unused trial world, archive it and record its origin rather than deleting directories whose names merely look similar.

Test two separate player roles

Join with an ordinary account and use the game mode's documented island command to create a test island. Confirm the spawn platform, inventory expectations and safe return path. Use a second non-operator account to test visitor block breaking, containers and island invitations.

Inspect protection at the edge as well as beside the starting chest. Check the intended Nether and End configuration if those dimensions form part of your plan. Test a normal stop and start, then confirm the test player's island ownership and spawn persist. Keep a record of the generated world names for future backups.

Open access with a recovery path

Transfer only the reviewed configuration to the real rollout and verify the exact target names before starting. Preserve the test results and a completed backup. If setup fails, keep players on the existing game mode while restoring the previous addon configuration. Avoid resetting islands or player records to resolve a dependency error.

Related CloudExa guides

back up the server files · install plugins on Paper or Purpur · collect the relevant Minecraft logs

Official references

- BSkyBlock installation and release requirements
- BentoBox documentation

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