



MN MINEPLEX NEWSLETTER

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CREATED BY THE NEWSLETTER AND MEDIA STAFF

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ONE YEAR ON XENFORO!

BY: NOLAWN

On September 13th, 2018, after months of development and testing, Mineplex officially moved its forums to a new website, Xenforo, leaving a multitude of memories, posts, and archives behind. However, most of Enjin's features were brought to Xenforo, such as the applications system, along with a new Apps System bot, profile walls, the shop, and the Support Hub. In addition to these, there are groups on the website which users can join or create, allowing for more diverse modes of communication for our players. With the new website, there is now much more freedom for customization of the forums, walls, and the website overall. Since the launch of the new website, there has been substantial growth within the community. Over the course of one year, users have posted over 69,500 threads and 216,600 replies to threads in their respective sections, as well as a total of over 70,600, registered users on the website.

A substantial amount of these threads are found in the Help Section, Server Discussion, and the General Ideas Discussion sections of the forums. New ideas are posted daily and are regularly discussed by the community. Some of these suggestions are forwarded and even considered in future updates for the network. Simply by creating a new thread, users can get feedback and a different outlook from several community members!

Apart from all these discussions, there have been some official events hosted on the exclusively on the forums. On April 27th, Community Management and Event Squad (ES) teamed up together and hosted the second year of the "Mineplex Oscars". Our users got a chance to nominate other players within the community for awards such as Most Fabulous Community Member, Best Singer, Hardest to Pronounce Username, and many more. Every winner received the exclusive "Oooh Shiny" diamond sword name. ES also hosted a "Forum Blast Bingo" event. Players had to complete a 5x5 square of activities on the network, and once they had the full set of screenshots, they would get a prize corresponding with the number of squares they completed on the Bingo board. Some examples of these bingo spots are: play ten Nano Games, compliment someone on their wall, and kill someone with your fist in Cake Wars. If you'd like to participate in future forum events, keep an eye on the subforum labeled "Events"!

ONE YEAR ON XENFORO!

BY: NOLAWN

What aspect of the forums appeals to you the most?

Vocaloiid: "The thing that appeals to me most about the forums is mainly how the Community can come to discuss topics from just about anyone. Apart from a few rude people, the forums are overall very open to new ideas from others."

ClassN: "The aspect I find most compelling and appealing about the forums is the ability to share one's ideas and thoughts. This is the primary purpose of online forums (and real-life ones for that matter), and I always enjoy commenting on threads that bring something interesting up- whether that's a criticism that hasn't been said before, an idea for a cool new feature, or simply just a reflection on recent Mineplex events. There's such a breadth of possibilities for discussion on the forums, and that's definitely something that appeals to me."

Coralines: "Forums have definitely become more mobile-friendly, which is a plus considering Enjin was extremely limited with the desktop version only - and the app wasn't as functional as people expected. The mobile version as of now offers easy access to all sections, even though it could improve on some aspects still, such as some mobile bugs here and there."

If you could add or change one thing about the forums, what would it be?

Vocaloiid: "If I could add or change one thing, I'd prefer if we could have a dislike button option to avoid post boosting the same types of replies on threads. Also maybe some extra forum wall options."

ClassN: "I would absolutely add more statistics to the Player Stats and Leaderboards pages. To be honest, I felt disappointed with the lack of Arcade stats; it feels like the stats transfer took an immensely long time, and for the end result not to have the games that most people can agree on and find fun in? So yeah, I would definitely add Arcade/MIN game statistics, and perhaps even more stats for holiday and limited-time event games. Hopefully, they roll around sooner rather than later, though."

Coralines: "One change I would love to see is the old social media aspect of Enjin. As of now, Xenforo is focusing on being an open forum platform, but it lacks interaction between players, announcements of any kind being broadcast to friends.. you know, the things you would share in any regular social media. That's definitely one of the aspects I miss the most and I'm looking forward to seeing implemented again."

Please thank Vocaloiid, ClassN, and Coralines for answering a few questions for the Newsletter, and also for their suggestions, feedback, and posts that they have contributed to the community itself. Xenforo has come a long way over the course of the year, which could not have been done without an engaged, active, and insightful group of community members. Let's look forward to another year!

MAP OPINIONS

BY: XUMBREON

Did you know that there are over 100 live maps on Mineplex, with new ones being added frequently? Maps play a huge role in the server as they introduce a creative twist to all games and change the style of gameplay. With each game having a plethora of different maps, it can definitely be hard to choose a favorite!

We decided to go around interviewing some community and staff members on what their favorite map is from their favorite game, why they chose it to be their favorite, and also to provide some insight on what they believe could be improved on the map.

What is your favorite game, and what is your favorite map for that game?

EwMikey: "I think my favorite game has to be Cake Wars. My favorite map on Cake Wars has got to be Bird Sanctuary because of the detail on the map."

xLeopard: "Currently, my favourite map is Oriental Estuaries for Speed Builders built by Masts, duckle & Sokhi."

FuzzyJunior: "My favorite game is and will always be Skywars. It may not be the most fun any longer, but I've spent an inordinate amount of time playing it which has allowed me to become quite adept in terms of knowledge. On a more emotional note, I also met one of my greatest friends, rquil, in Skywars. My favorite map has to be Celebration."

Why is that map your favorite?

EwMikey: "The birds on the map just make the map really stand out compared to some of the rest of the maps that are currently live on Cake Wars. As well, the way that the middle is raised always intrigued me and I think it's nice that it's different and an easy way of being able to stay at mid by blocking it off so others cannot run up the stairs without having to break the block."

xLeopard: "I just really like the overall aesthetics and details on the map and think it's very cute. I tend to really enjoy maps with a lot of different organics on them, and considering this map has adorable pandas, ducks and butterflies, how could you not like it?"

FuzzyJunior: "It's by far one of the best maps in terms of gameplay and has very little flaws in that regard. Additionally, I got level 100 on this map, giving it quite a bit of sentimental value."

Are there any areas that you could improve upon that map?

EwMikey: "No, it's a good map."

xLeopard: "I personally would have made the pandas a little less square as well as smoothed out the outer terrain a little more, but aside from that it's a very well made map and super pleasing to look at without being distracting."

FuzzyJunior: "Not really, it's a well-made map. The middle is fairly closed so you could maybe open up that if you were to make a small tweak."

We'd like to thank all of these players for partaking in this interview. If you would like to give feedback on a particular map, be sure to visit the Mineplex forums (www.mineplex.com/forums) and post your ideas there! When playing games, make sure to vote for your favorite map!

COMMUNITY MENTORING PROGRAM

BY: AGLTHREE & ARJUN

The Community Mentoring Program, also known as CMP, is an unofficial team that was made in 2017. The founder was a staff member named Geothermal and the team is now currently co-managed by Its_Tims and Marzie. The CMP is a program in which mentors (Mod+ staff members) and mentor assistants (Trainee+ staff members) mentor community members who strive to either accomplish personal goals, improve activity on various areas of the network, and more. When a community member applies to be a mentee, they are assigned a mentor upon being accepted who best suits their personality and needs on the program. The CMP uses Discord for communication, as it gives everyone including mentees, mentors, and previous mentees and mentors an opportunity to talk and discuss with one another, and get to know each other better! While the CMP is not a path to become a staff member, the program can benefit the mentee with skills related to the position, such as time management and knowledge about the network.

To get better insight from CMP members themselves, we decided to interview two current mentees: maatheew and BaconAnEggs. Maatheew officially joined the CMP on August 29th, 2019, making them a relatively new member. BaconAnEggs's CMP career consists of two separate times as a mentee, one from June 17th, 2018, to July 21st, 2018, and then from September 16th, 2018 to now.

Why did you join the CMP originally?

maatheew: "To strive as a better Mineplex player and to help me expand my knowledge in certain areas, also so I could get help on becoming a Trainee. Well, a friend, Knazamn, originally recommended it to me, said it would help me expand my knowledge and strive to be a better player. And I could know more on how to help people with certain questions."

BaconAnEggs: "The CMP was something that I had kept my eye on for quite awhile. At the time I had just wanted to learn about Mineplex, mainly the Bedrock area since I wanted to learn more about it as I began to play it. This however wasn't the only reason that I stayed. I've met so many amazing people through the CMP. You get to meet, talk to, and have fun with so many fellow community and staff members if you're a member of the CMP. You get tested, interact and have some fun events! I've been a member of the CMP for quite awhile now and I have no plans on leaving."

COMMUNITY MENTORING PROGRAM

BY: AGLTHREE & ARJUN

What do you think you've gotten out of the CMP so far?

maattheew: "A lot actually. I have more knowledge than ever, and I haven't been here for so long. I like that the mentors and their MAs are very nice, and they help you if you have any questions. Well, for starters, they are very flexible, and assist you with your needs, they love to help whenever they can. And it encourages me a lot. They have helped me with any questions I've answered, and they are very friendly, even if you get a QOTD answer wrong, they will tell you the correct answer. They understand your knowledge level, and strive to make you better."

BaconanEggs: "Having been a member of the CMP for so long, I've gotten so many things from this program. Not only have I made so many friends, but I've also learned so much about Mineplex as a whole. Having come originally for Bedrock information, not only has that come true, but I've also learned so much more about clans, rules and other various applicants about the Mineplex network."

What would you say to someone who is considering joining CMP?

maattheew: "The staff are very friendly, they can answer any questions you have, they strive to make you a better player, and they are here whenever you need them! You can come with little to no knowledge, or come with a lot of knowledge, they accept anyone, in any kind of experience level they are in. In conclusion, they are like a family!"

BaconAnEggs: "Definitely do it! The CMP has given me so many friends, as well as a platform to ask someone for help if I need it. The CMP has done so much for me and is honestly so much fun to be apart of. It's not all work since we do have events, so if you want to learn more about the Mineplex community, I would definitely apply!"

Thanks to maattheew and BaconAnEggs for participating in the interview! As a reminder, the CMP is a great way to challenge yourself with knowledge questions and maintaining activity. Socially, the CMP offers a large group of friendly mentees with diverse and common interests and smaller mentor-specific groups, as well as a chance to connect with your mentor and assistant/s. The CMP has quite a bit to offer, and your experience is what you make of it! For those interested in joining the program, please be sure to check out the thread:

<https://www.mineplex.com/threads/community-mentoring-program.3117>

THE RETURN OF THE EVENT SERVER

BY: SSNIP

In January 2019, a long-awaited codebase rewrite was pushed to the network, which included updates to Mineplex Player Servers. Unfortunately, these changes made the event server unusable and weekly events were put on hold until September 9, nearly eight months after the large update.

We sat down briefly with EmmaLie, the admin of Event Squad and Community Management, to discuss the return of the server.

“The Events Team and I are so grateful to have the event server back because, without it, we wouldn’t be able to create and host events you guys enjoy! We tried to keep up with hosting while the server was down but unfortunately, we didn’t have the resources needed to keep the events you guys enjoy going. Everything that we did during the hiatus relied on my admin permissions, which made hosting difficult for the Event Managers & Assistants, and after a while, the events became repetitive and weren’t as exciting for not only you all, but us as well. Now that we’re back though, we’re going to be changing things up and focusing on creating creative content for each season.”

Taking advantage of this opportunity for improvement, the Event Squad has come up with some exciting plans for the future of Mineplex Events. The Event Assistance team is continuing to work on building new event maps and constructing special one-time events, in addition to helping maintain the weekly event schedule. The team has also begun hosting events for the Mineplex staff team, such as the recent Bridges Mayhem staff event. EmmaLie also had some words to say about this new change to the team.

“Our main focus will always be the community but it’s important that we share the event experience to other parts of the network! We’re really excited to go on this journey and we hope you guys are as well!”

We would like to thank EmmaLie for sitting down with us and sharing her thoughts on this update. If you would like to participate in Mineplex Events, a full schedule can be found at www.mineplex.com/events

GAME GUIDE: BLOCK HUNT

BY: SSNIP

In this first installment of a new series we like to call “Game Guides”, we sat down with avid Block Hunt player and Classics Game Insights member Nicodami to discuss his go-to strategies in the game. If you are not experienced with Block Hunt, it is a Classics game with a team of Hiders and a team of Hunters. The Hiders disguise themselves as a block or mob and hide while the Hunters try to locate them before the time runs out. We hope you are able to pick up some tips and tricks you can use in your next game!

How often do you play Block Hunt?

Nicodami: “That really depends! Even though sometimes I’m super busy during the week, at other times (especially during holidays) I can dedicate myself more to the game. When I can, I usually try to log on a few hours per week, ranging from 2-3 to 10+ sometimes!”

What is your favorite role to play?

Nicodami: “Although I mostly play as Hider, I enjoy both hiding and hunting. I feel like BH is one of those games where you have a great number of different play styles. If you plan on working or doing another activity while playing, it’s one of the best games to do so as you don’t have to be around 100% of the time, especially when you’re hiding in a decent spot. If you feel like fighting and want to get kills, selecting Shocking or Instant Hider and morphing as a chicken is your best bet! If you want to play a more challenging round with the pressure of limited time, or if you want to train your archery skills, you will enjoy a lot hunting these fast, aggressive chickens across the maps! For all the flowerpot lovers out there (yuck), be aware that their hitbox is the size of any other block!”

What strategies can hunters use to better their chances of winning?

Nicodami: “Leaper is probably the best kit for hunting. Whenever the game starts, use your leaps to quickly make your way towards the hider spawn as in most maps, hiders group around there. Using the hitboxes built in the game (F3+B) also increases your chance to spot hiders! In general, look for fireworks and listen for some meows. If someone shoots an arrow, study it’s landing position to guess where it was shot from! If you hear a loud squishy sound, it means there is an infestor nearby. In addition to that, look for unnatural looking piles of props! If one is too square or doesn’t have any spots for hider to hide in, it is probably a good idea to investigate it a bit further.

GAME GUIDE: BLOCK HUNT

BY: SSNIP

I've noticed that in general, most hunters forget to look upwards which is a bit mistake, as most experienced players hide in trees, on roofs, etc. On a final note, play as hider! There is no way you can understand how hidere think and guess where they usually hide if you only hunt. When you come to the point in the game when there are only a few hidere remaining, you can switch your kit to radar as it will facilitate your task."

How about hidere?

Nicodami: "To win as hider, avoid staying too much around the hider's and hunter's spawn. In general, don't hide alongside pathways as radars will pick you up. Instead, look for the dark corners of the map, or even climbable trees! Only use meows or fireworks when there is no one nearby to avoid being caught. Making sure the place you are in has multiple escape routes is also a good idea as you would not want to get stuck because a hunter is blocking the only way out. Although ladders are an escape route, they are very slow to use so avoid them when you can. If you want to fight hunters, always get your Hyper-Axe first and make use of the hyper boost as much as possible. Unless there is no escape, attempting a 3v1 is never a good idea, most people regret it afterward. When you have someone after you, most maps have a lot of buildings, windows, doors or balconies you can navigate your way through, providing you with a lot of sneaky escape routes! Overall, adapt your play style depending on the number of strong hunters in your lobby, the map, the lag you might face, etc."

IMPACT POETRY

BY: INTORAINBOWS

Hi poets!

This month's Impact Poetry contest is here. If you don't know the rules to this game, they are very simple:

Write a poem between 3 and 12 lines about anything pertaining to a ghost story. Your original written content does not have to be relevant to Mineplex but must follow the network's rules.

Your poem can be done in any style, as long as it fits the line constraints.

The prompt for this month is ghost stories. Submit your responses here:

<https://forms.gle/gS3FC1fbsVJsTqkq5>

September was a very busy month, so we would like to give more readers the opportunity to submit their writing and share pieces across the network before awarding prizes from last issue.

Prizes:

1st Place - 3 Mythicals

2nd Place - 1 Mythical & 1 Ancient

3rd Place - 1 Ancient & 1000 Shards

CAPTION THE IMAGE!

BY: SSNIP

October has just begun and the spooky creatures of the night are emerging from their slumber. In this ghoulish game of Caption the Image, you are challenged to come up with a funny, serious, or bizarre caption that goes along with the oh-so-spooky image below and submit it using the provided link. In next month's edition of the Newsletter, you just might find your piece featured for all to see!

Here is the image you will be captioning this month.



Please submit your responses here.
<https://forms.gle/USghquAzoSvvPo969>

As always, here are some of the captions provided by our readers from last month's article and the image they captioned.



PieOrPi: "I now pronounce you... doggo and woofer. You may lick the treat!"

Ruffmix: "Because human weddings are so 1st century."

SEPTEMBER STAFF STATISTICS

BY: XUMBREON

This month, we'd like to congratulate all the staff members who received a promotion or reached an important milestone, and thank those who have decided to resign for all their contributions to the server.

Promotions:

Java Trainee

September 7th: Gooflt, Kyuine
September 21st: Copyy, EnderCreeperJack,
TooMuchXMas4You

Bedrock Trainee

September 21st: ArjunOnXbox, Caameronn8817,
DeadOnMidnight

Java Mod

September 2nd: OverlySalted, xOeuf
September 7th: TeaSpiller
September 14th: ItsFree, CowHatake
September 21st: 2400, Goudge, JYTG,
SpikeCreates
September 28th: Notserpp, Tripsy

1st Year Milestones:

September 1st: Zippopo

3rd Year Milestone:

September 3rd: korniDE
September 23rd: GuitarHero_King

5th Year Milestone:

September 6th: Bunni

Resignations:

September 7th: n8wes
September 9th: Tweatzy
September 10th: Ecal
September 14th: Idut, coopjc
September 20th: Arcrean
September 21st: epicbluej (Clans Management)
September 24th: SoulHardy (Quality Assurance)
September 28th: PandaFyre
September 29th: anuenue (Recruitment)
September 30th: DiddyYT

Total in-game reports (/reports) processed for September: 7,232

NEWSLETTER STAFF BIOS



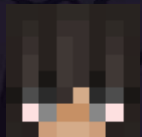
Tortelett: Hi I made the pdf this month.



Enunciated: Hello! I'm Enunciated, an editor for the newsletter. Outside of Mineplex, I enjoy biking, hanging out with friends, and swimming. I'm always up for meeting new people and love playing games such as Overwatch or Destiny in my free time & can usually be found in Nano Games, so don't be afraid to say hi!



ssnip: Hey, I'm ssnip, and I'm a Community Manager here on Mineplex. I manage the Ideas Project, work as a member of the Feedback Team, host weekly events, and I'm a writer, editor, and team lead for the newsletter!



Emiliee: Hey, my name is Emilie! I'm a Mineplex Titan and a writer for the Newsletter. I'm also a previous Social Media Sr.Mod. Outside of Mineplex, I am a psychology major on a pre-med track. I am currently a research assistant researching new anxiety treatment methods as well! Hope you enjoy this issue!



flawsome: I'm a writer for this thing called the Mineplex Newsletter, don't know if you've heard of it but I heard it's pretty cool. I also love dogs and food... and that's about it. Hope you liked this month's issue! :)

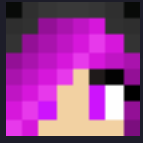


Spoiler: Hi! I'm Spoiler, an 18 year old writer and editor for Mineplex's newsletter program. As I now officially graduated high school, I am currently a freshman at Stony Brook University. However, I'm not exactly sure what I'll be pursuing.. Feel free to check the "information" section of my profile to learn more about me!



AGLThree: Hola! I'm AGLThree and I am a writer and editor for the Newsletter! I'm currently a Sr. Mod on Recruitment and am on two subteams, including Newsletter. Outside of Mineplex, I enjoy chilling with my dog and my family, as well as watching Netflix, reading, writing, and going on walks or runs. If you see me around on the network, feel free to say hi!

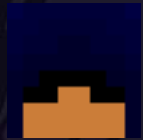
NEWSLETTER STAFF BIOS



xUmbreon: Hello! I'm Umbreon, but feel free to call me Alex. I'm currently a Sr. Mod on the Staff Management team, as well as a writer for the Newsletter. When I'm not on Mineplex, I'm usually playing tennis, hanging out with friends, playing Pokemon, or playing with my two cats. Feel free to say hi whenever you see me! :)



Arjun: Yo! I'm Arjun and I'm a Moderator here on Mineplex. I spend most of my time playing games on the server and dedicating my efforts to my subteams. I'm a pretty competitive player who's always down to play some games, so if you ever see me around and wanna play some PvP games let me know!



DeMotD: Hi there! My name is DeMotD and I'm currently a Mineplex trainee! I am a part of the Newsletter team as an editor and writer. You can usually find me moderating lobbies or grinding Cake Wars! In my free time, I like to play a lot of Destiny and Beat Saber. Feel free to say hi to me if you ever find me in game!



NoLawn: Hello gamers! I'm NoLawn and I'm a writer for the Newsletter. I'm currently a Community Manager here on Mineplex. You'll most likely see me playing some Nano Games on the network or discussing ideas on the forums. Most importantly, I love food and sleep.



Sophie_OGrady: I'm an editor for the newsletter, an ex-staff member and a member of the Game Insights and Map Testing teams. You can find me around the forums and chatting on the discord!



IntoRainbows: I wrote this bio in unicorn tears. It is now pretty.