

# JULY



WWW.MINEPLEX.COM

CREATED BY THE NEWSLETTER AND MEDIA STAFF

ISSUE 11

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OSCARS

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# POCKET EDITION!

BY:EMILIE

The day is here! The official Mineplex Pocket Edition server has been opened up to the public at [pe.mineplex.com](http://pe.mineplex.com)! This is called Mineplex PE Genesis as this is the beginning of our PE server, meaning you can expect multiple bugs and glitches for the first couple of weeks. Ever since last year, the Mineplex Pocket Edition testing team has been working to the best of their ability to make the new server platform.

If you want to play on the Pocket Edition server, you can purchase Minecraft from the app store for both android and iOS devices. You are also able to play Minecraft PE for free on Windows 10 (note that in some games there is an issue with crafting)! You can unlock your free copy of minecraft windows 10 edition through your account page at [mojang.com](http://mojang.com). The server has been upgraded to allow up to 3,400 players to play on it at once since many of you guys enjoy it so much! The stats and ranks will be separate from the actual server, and not all Mineplex games will be put onto the Pocket Edition server. The games you can play currently are Micro Battles, Sky Wars, Team Sky Wars, Turf Wars and Master Builders.

Speaking of new ranks on the PE server, check out Knight! You can purchase it in the shop for \$9.99. It's a PE exclusive rank. This lifetime rank allows you to access bigger parties, removes the three second chat delay and there's even a new particle aura that you can access using `/aura`!



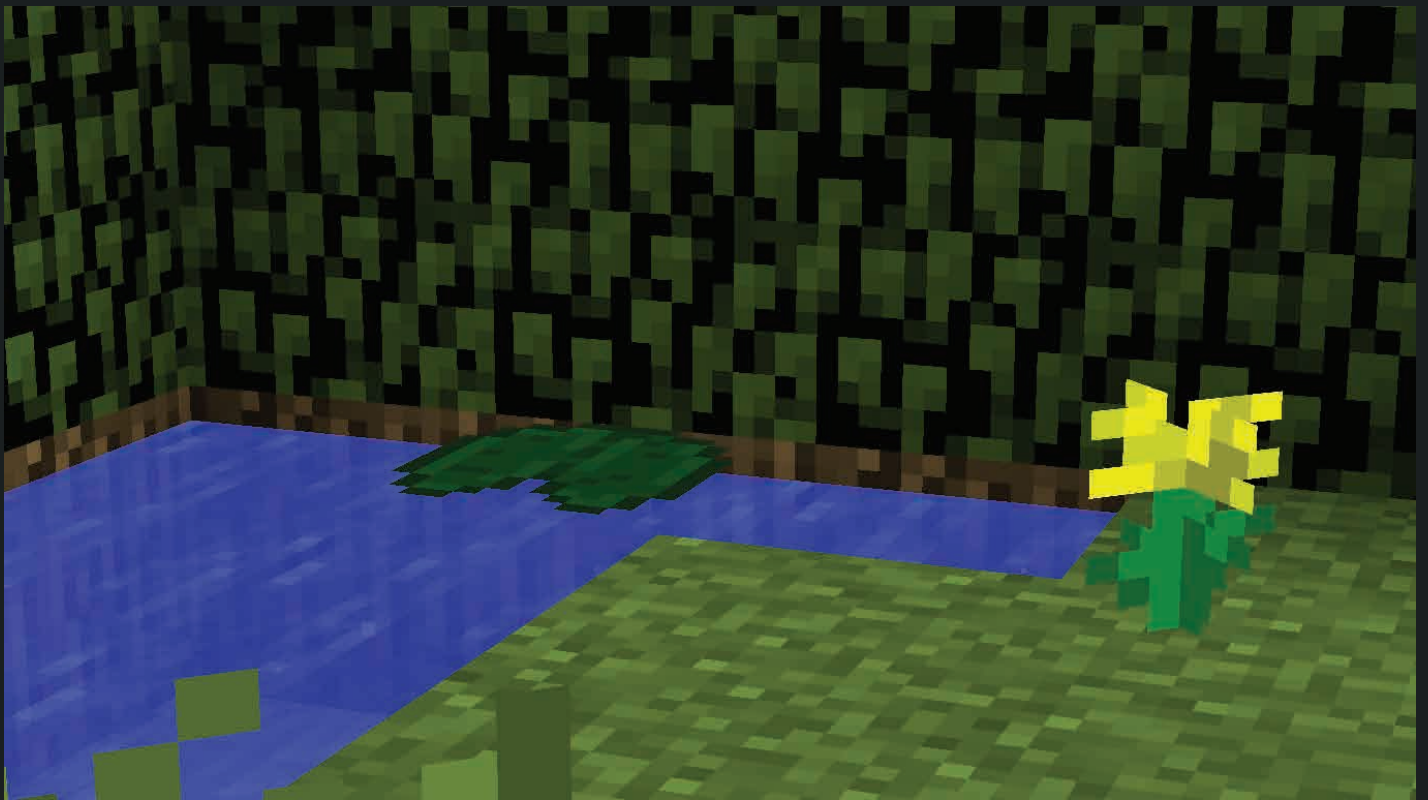
# GUESS THE LOCATION!

BY:EMILIE

It's that time again - time to play the official Mineplex Newsletter game, "Guess the Location"! The process is easy; we'll provide a zoomed in screenshot of a random location in the Mineplex Lobby; You'll then guess where the screenshot was taken by the form linked below.

Three randomly chosen correct guesses will be rewarded with two Mythical chests and featured in the next Newsletter!

Here's the screenshot for this month:



Submit your guesses here: <http://goo.gl/forms/GQ0xZgKz6Jazztqv2>

Last but not least, let's congratulate those who won last month!

HippyHippo

Emosity

Undervers Sans

# COMMUNITY TEAMS

BY: SUSPICIOUS

Are you looking for something to do this Summer/Winter break and don't want to get out of your chair? A community team may be the perfect thing for you! There have been many organizations within the community created by the players of Mineplex, and we don't want them to go unrecognized!

The first team we will be introducing that many of you are already well aware of is **Community Aid**. Led by Inv3rt3d, this organization strives to assist other users with any problems they may be encountering on Mineplex. Their goal is to create a positive community and make players log off with smiles on their faces.

<http://www.mineplex.com/forums/page/1/m/11929946/viewthread/23744199-communitys-choice-community-aid>

There are other helping teams, like the **Mineplex Standards Community**. This team helps one another to achieve their goals around the server!

<http://www.mineplex.com/forums/page/1/m/11929946/viewthread/26906960-new-team-mineplex-standards-community>

To further understand the MSC and their work, check out this interview with DJ2470

## Why was this group founded?

As I was not originally involved in founding the group, I'll try to give the best answer I'm able to give for this question.

Originally, the MSC planned on being a simple-based help group purposed towards assisting its own members and--very vaguely--the community.

## What is your favorite part about the team?

My favorite part about the MSC is how diverse and extensive it has become. As aforementioned, MSC was originally planned with a small view and a small set of goals which has broadened out to include not only a team dedicated to ensuring the quality of our members' work, but also a team dedicated towards events, towards ensuring the quality of MSC as a whole, and more to come in the future.

## What do you offer to the community?

As a group, our goal isn't so much to gain hordes of members as it is to improve the network's current community. We like to acknowledge that there are indeed problems with Mineplex's community currently, but not just abandon it; rather, we aim to change it for the better.

# COMMUNITY TEAMS

BY: SUSPICIOUS

In addition, The **Helping Hands Association** is also an assistance based organization. This team jumps around in-game and on the website to assist players in need and to report rule breakers. In a nutshell, they're an unofficial staff team!

<http://www.mineplex.com/forums/page/1/m/11929946/viewthread/25957690-helping-hands-association-recruiting-members>

Not interested in helping people out and answering questions? Maybe you want something a little more exciting? Then the **Next Level Events** team may sound more appealing to you! Led by the well-known Mineplex Sr. Mod, Dozzy, this team plans and hosts unique events using MPS servers.

<http://www.mineplex.com/forums/page/1/m/11929946/viewthread/25602458-next-level-events>

Last but not least, another event team run and created by Benfelz is **Boredom Killers**! This team like Next Level Events, provides entertainment for the community with twisted games, MPS raids, and much more! As mentioned by Benfelz, "This group's goal is to go around and well, make everything fun!"

<http://www.mineplex.com/forums/page/1/m/11929946/viewthread/27258244-new-team-boredom-killers-community-aid-copy-dont-worry>

Here is a further interview with Benfelz:

**What is the ultimate goal of Boredom Killers?**

My ultimate goal is to spread happiness on the server, lots of people are bored and negative so I want to reverse that.

**Why was this group founded?**

To give people motivation to help out others. It gives people a fun time being a leader of something and overall just spreads happiness on the servers. It's like that feeling you have when you donate something and the other person is grateful of it. I want to spread that.

**What is your favorite part about the team?**

My favorite part about the team is that the people in it are so kind and generous. They even offer to give out ranks as events since they are so nice.

**What do you offer to the community?**

We offer a lesson to everyone, which is to spread happiness like us. It's like a chain effect. If I help out someone, they will feel nice and help out someone also. [Then they] will help out someone, and it goes on and on.

# GUESS THE LOCATION!

BY: EMILIE

Who's ready to play the original Mineplex Newsletter game - Guess the Location! It's simple: We will provide a screenshot of a random location in the lobby, and using the form below, you'll submit your guesses, guessing where the screenshot was taken!

Three lucky players that submit the correct answer will receive two Mythical Chests! Want to give it a shot? Guess where this screenshot was taken!



Submit your guesses here: <http://goo.gl/forms/Wl8MXIBH4l23xiEY2>

Now, last but not least, let's congratulate those who won last month!

CraftingHero

Aegean913

Ender\_Conqueror

You will receive your chests as soon as possible!



# COMMUNITY ARTISTS!

BY: THEDAIRYCOW

The Mineplex community is full of amazing and talented artists that deserve to have their art showcased for everyone to see! We interviewed Ingies about her motivations and thoughts while her drawing, here's what they said!

## What inspired you to start drawing?

What inspired me to draw was looking through other individual's art. For me, it was fascinating that a person can draw anything just by movements within their hand. I wanted to create things on my own so I can show the world the talent I have improved from hard work and determination.

## Explain your process when you start to draw something.

When I being drawing something, I think about what suits the character/object the best depending on pose structure, hand structure, and face structure. Everything is unique, therefore, I try to make it "different." I start with the face and create lines to make everything proportional and clean. Then I put in the eyes, mouth, and nose. Next, I make the body pose and add a layer on how the clothes will appear on whichever gender. When the sketch is done, I merge it all into 1 layer and make the lines light as possible so I can overlay it with clean line art. Lastly, I color and shade to make it fabulous as possible. It takes about 4-6 hours to finish an official piece however it's worth seeing your final product.

## How much do you think you have improved as an artist since you started?

I've improved dramatically over the past 5 years. I still have my past art sketches that make me cringe but it makes me smile in joy that I never gave up.

## What is your favorite piece you've drawn?

I never really had a favorite piece because I'm a bit tough on myself. However, if I had to choose one that I had some sentimental value towards it, it would be the drawing I made for my ex-best friend. It was 2 girls holding hands, walking together at a light night.



# PRIMAL MAP REVIEWS!

BY: JOJO

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With the recent update in which many new maps have been rolled out for different games here on Mineplex, our build team has introduced a widely requested new map for one of our most popular gamemodes, Survival Games. Known as “Primal,” the new and popular map was built in collaboration by the Mineplex build team lasting roughly a month and beyond to be finalized. The map was released to the community in early June and has already attracted multiple hundreds of users from all around the network to Survival Games. The spaciousness this map has to offer ensures a great PvP environment, while also contributing to the ultimate style and design of the map overall. The map itself also contains multiple features and physical themes, including and ranging from mythical forests, ominous caves, abandoned civilizations, mountainous landscapes and more! Here are some reviews of the map from various Mineplex Builders and Survival Games Insights members!

“Primal is arguably the best SG map the build team [h]as created to date. Not only does it use the theme of prehistoric nature, but the map does so in a fashion which makes the environment completely captivating. When we (builders) were testing it with the QA team, it was a completely different experience from what we’re used to when it comes to SG. The landscape felt like it had a much bigger role in the game itself, not to mention it’s absolutely breathtaking. All the hours the build team put into this map is completely visible after playing it for yourself.” -**expozod, Builder**

“Well I may be a little biased towards Primal since I was the one leading the entire project and ultimately had the final say on how it turned out. However, it’s always good to analyze the final product to see what you can improve on next time. I can say a lot about the map but I’ll keep it short. Let’s start off with the things I would change. Primal has a very open layout which allows for exploration, but because of it, people have a hard time finding specific routes to take. Our next SG map will still be somewhat open but paths will have a bigger purpose. The things that I like about Primal is how good it is for pvp. Even though the terrain varies[,] you can still fight others without it getting in the way. Plus[,] the entire map looks very nice without taking the attention away from the main objective!” -**Giovani, Build Lead**

“Primal was one of my favorite projects to work on, right behind Plexworld. It was so much fun to build, and resulted in so many laughs. One of my favorite parts of it was the telephone booth. It was originally just a joke, but after a while it stayed in and we decided to keep it. One of the few main parts I worked on was the cave and the terrain decoration. Overall, I love the map, and [I] think it is a great addition to the SG map list.” -**\_Blast, Build Lead**

“I really enjoy the new map Primal because it really displays what SG is about—survival. The very open and large map makes gameplay much more epic and intense. I can’t wait for more survival game maps because they truly enhance the game!” -**Ivanss, SG Insights**

“Survival games has been long [overdue] for a new map and when I heard that our build team had made one, I was ecstatic! When testing this map I fell in love, the aesthetics are amazing and it was unique from the other SG maps. It had a couple adjustments that had to be made but the build team was quick to use our input and make those fixes! Overall I am very pleased with how this map turned out and as a big fan myself I hope everyone enjoys it!” -**SnitSays, SG Insights**



# WEEKEND BRAWL

**BY: DURPEE**

Recently, Mineplex has decided to release weekly updates. If a goal is hit, then there will be a new game that is released each weekend! However, these games will only last for a few days, so be sure to play them while you can! If the Gem Fountain so full to the point where it can't hold anymore gems, then each of these games will give you triple experience when you play them!

However, many players are still confused about this whole process. I will begin by explaining the Gem Fountain. It isn't too hard to find as it is represented by a colored beacon that you should easily see when you spawn.



If the weekly goal is not yet completed, you can go to the Fountain Keeper that is represented on the image. To get a better view of him, I included a picture of him as well:



Right click on him, and you can insert as many gems as you would like. Giving him gems will contribute to the community by helping out with the weekly goal. Once the goal is complete and a new game is released, you can go up to the Fountain Keeper and he will show you the open game lobbies. There are usually tons of servers to join, so don't worry about missing out due to too many users playing at one time!

# WEEKEND BRAWL

BY: DURPEE

Hopefully this article cleared up your questions about the whole process of the Weekend Brawl games. To get a better idea of the games that will be showcased, here are the two games that have been introduced so far:

**OP Bridges** - OP Bridges is an extremely fun game. It is like normal bridges, however you start off with a ton of diamonds, an enchantment table, golden apples, and more! You will spend your peaceful minutes enchanting weapons or gathering food before the fighting breaks out. Once the bridges drop, you can go to the center of the map to find resources like bows, arrows, and even potions! Good luck, games like these are always a surprise!

**Heroes of the Ewe** - While this game was only released for about one day due to glitches, it still shows us that we can expect two games to be put into one on some weekends. Heroes of the Ewe combined Sheep Quest and Champions into one game; it was basically sheep quest but with Champions kits.

**Random Kit SSM** - Random Kit SSM was like normal SSM, except you would not be able to pick a class at the beginning. Each time you died, you would end up with a different kit. You would do your best to fight with whatever you get, whether you like the class or not. While rather simple, the game was loads of fun.

**Tiny Heroes** - Tiny Heroes is a game that combined two commonly played Mineplex games. These two games were Champions and Micro Battles. Users would do their best to kill anyone on opposing teams. This game was liked by the community as there were many different ways you could play the game; such as throwing opponents into the void or tossing them into lava! This gamemode was an example of yet another combination of two games.



# STAFF BIOS

BY: TORTELETT



**WebGlitch:** Hello there! My name is WebGlitch! I am the Social Media Admin and one of the first Newsletter managers. Hope you like this issue!



**Crumplex:** Hi, I'm Crum. I have been a staff member on Mineplex since 2014, and I am currently on the social media team. I manage the Media team, Newsletter team, and YT. I also spend a lot of time on the Mineplex Twitter! Follow us @Mineplex :)



**Emiliee:** Hey! I'm Emilie. If you ever need someone to talk to, feel free to message me on the forums! In my spare time I love playing volleyball and water polo.



**TheDairyCow:** Hi, I'm a manager for the newsletter on the Social Media team! Outside of Minecraft I'm in band, jazz band, chorus, and theater! I've been a staff member for about 9 months now, and am a part of the Karaoke team, and Reports Patrol Assistance! I'm looking forward to continuing my career here!



**iPBJSammich:** Heyo! I'm iPBJSammich, and I've been a staff member on Mineplex since June 2015. I am currently on the Karaoke Hosts and Newsletter Teams, and have a lot of fun working with others on the staff team! If you ever see me, don't be afraid to say hello!



**Durpee:** Hello there! I am currently involved in the Recruitment Assistance team and Newsletter team on Mineplex. In my free time, I play Football and play my Trumpet. If you would like to contact me, feel free to attend the Trainee Acceptance Parties (each Friday at 5:30 PM EST) as that is where you can usually find me. You'll be sure to get a load of all of my jokes ;)



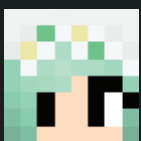
**xMini:** Heyyyyy! My name is Brendan or xMini! I like to write stories, articles, and the english language as a whole! I will always try my best and hopefully succeed <3

# STAFF BIOS

BY: TORTELETT



**PrincessLivi:** Hello there! I'm PrincessLivi, a Mod on Mineplex. I'm currently also a TMA and a RA, and I'm aiming for TM (Recruitment). In my spare time, I like running and dancing. Have a nice day!



**xStar\_89:** Hey there! My name is Star, and I've been staff since April of 2015. I'm currently a Senior Moderator and a mentor for Mod Coordination, alongside being on 4 different sub-teams, including the Newsletter Team! I love to meet new people and try new things, music, and ice-cream. I'm usually in-game or on TeamSpeak, so I hope to see you around!



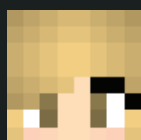
**Tortelett:** Hi! I am a moderator on the Newsletter, Media Team, and Music Management Team! I am in charge of designing and assembling all the written articles and images into this newsletter. Hope you enjoyed reading it!



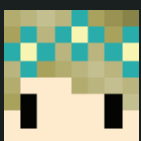
**RedIceBergz:** I am a Mineplex Moderator on the Newsletter team. I like to help people in-game while also playing mini-games with others. Also, I am a whale.



**Kanebridge:** Hello I'm Kanebridge otherwise known as Kane, I've been a Mineplex Moderator since March of 2016. Other than a Newsletter Writer, I am a Teamspeak Staff, Karaoke Host, Music Moderation Mod and a Reports Patrol member. I love drawing and reading my free time, along with writing stories and articles for you guys!



**Nuclear\_Poptart:** Hey! I'm Nuclear\_Poptart, and I'm a Customer Support Agent & Sr. Mod. I lead the Forum Moderation program, which includes Forum Mods and their mentors. I love to read, write, and bake sweets. I'm 19 years old, and I've been part of the Staff Team for over a year now. If you see me online, don't be afraid to say hi!~



**jOjo:** Heyo! My name's jOjo and I'm the worst PvPer in Minecraft. I'm a moderator and work within the Forum Moderation, Reports Patrol and Newsletter teams here on Mineplex. I enjoy interacting with others, writing in journalism and spending time with friends. Thanks for reading this month's issue!



**SuspiciOus:** Hi there, I'm SuspiciOus! I love writing, animals, reading, and technology. I'm currently a Moderator on Mineplex and on two other subteams aside from Newsletter: Reports Patrol and Music Moderation Team.



**Hazeae24:** Hello! My name is Haze! I've been a staff member since January 8, 2016. I love reading and writing all forms of literature. I love interacting with players so if you see me around make sure to say hi!