

# MINIPELEX

## NEWSLETTER



**Issue 62**  
**November 2020**

Halloween Update Recap, Appeal Changes  
Spooky Screenshots, and more.

# In This Issue

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## Regulars

- 1** **From the Editor**  
Discussing Newsletter Reader Feedback.
- 11** **Staff Statistics**  
Catching up with the Mineplex staff team.

## Contests

- 9** **Caption the Image**  
Try your hand at some creative writing for a chance of a prize.

## Features

- 2** **Halloween Update Recap**  
Discussing the update and player reactions.
- 5** **Appeal Changes**  
Announcing two changes to ban appeals.
- 6** **Spooky Screenshots**  
Showing off some community made screenshots.

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Have any feedback? We'd love to hear it. Share with us on our [feedback form](#)!



# From the Editor

Happy November! Hopefully everyone had a delightful spooky season, despite the current circumstances, and spent Halloween enjoyably if you celebrated it. Observant readers might have noticed that the cover design changed again for this edition! Though October has come to a close, the team felt that a spookier cover would suit this edition well. Thanks again to Iscariot for working with me to produce another creative cover image! As aforementioned, the Newsletter has taken multiple measures to better collect and consider community feedback, and hopefully, this is another example to encourage readers to submit their ideas.

Readers also may notice the absence of the Art Showcase in this edition. As discussed briefly in the October edition, we found that eligible submissions dwindled each month and that the same artists were showcased each month. In order to compile showcases of a consistent size and with a diversity of content and creators, the Art Showcase

article is now seasonal rather than monthly. Originally, the Art Showcase was intended to act as another opportunity for readers to submit work to or be featured in the Newsletter, such as Caption the Image. The transition of the Art Showcase to seasonal again leaves room for another submission-based contest or article. Though the team will be discussing a potential replacement internally, we will welcome any suggestions from readers. Like always, feel free to check out our [Suggestion Box](#) and submit any ideas that you might have.

If for any reason, you would like to speak with me privately about the Newsletter, the team, an article, or any other concern, my door is always open! Feel free to message me on the forums or Discord with anything you would like to say. Otherwise, you can always submit comments or feedback through our [official form](#) or on the thread. I hope you enjoy this month's edition of the Mineplex Newsletter!

Have a nice November!

- AGLThree, Newsletter Program Manager

# Halloween Update Recap

By jacvb

Though Halloween might have been different for lots of people this year, one thing remained constant: Mineplex's Halloween Update! With a complete redesign of a beloved classic and a brand new hub, this update gave players the opportunity to defeat the Pumpkin King in a way they've never done before!

When players logged onto the server on the 11th of October, they were immediately welcomed into an eerie hub. With a spider spinning webs across different trees, a lava filled pumpkin, and a bus taken right out of Scooby Doo, the hub fit perfectly into the Halloween theme on the server!

As soon as players walked forward, they were immediately greeted with a wither skeleton wearing a pumpkin; it was this year's NPC to transport players into the redesigned version of Halloween Havoc--both regular and Challenger! Complete with a brand-new map and new challenges, this year's version of the game was better than ever!

Similar to every year the game is here, each version of the game provided

players with different rewards. For winning normal Halloween Havoc, players received a "Spooky & Scary" title and an ejected taunt with inspiration from "Among Us." For completing Challenger, players were awarded with the "Bone Rattler" sword name and an imposter taunt.

To get a better idea of what players thought of the update, I decided to take some time to sit down with avvaaa, an ex-staff member and casual player, and Robert2013, a competitive player and Game Insights member, to go over the update!

**What are your overall thoughts on the Halloween update?**

**avvaaa:** When I first saw that the Halloween update came out, I was beyond excited and my expectations were definitely exceeded. Overall, the new Halloween game, lobby, and cosmetics have really added a lot to the season which I was really pleased to see. The hard work put into this update is extremely prominent and I'm really happy with all the hard work and creativity put into each aspect of this



spooky update! This new update has opened a lot of nostalgia for myself and a lot of others, and it definitely reminds me of the seasonal game and lobby I fell in love with as a kid. After seeing many aspects of this update, personally I can say that this will be an update that won't be forgotten and I can't wait to continue enjoying it!

**Bobert2013:** Fall/Spooky season being my favorite time of year, I was super hyped for the upcoming Halloween update. I heard a lot of good remarks from QA regarding the update to Halloween Havoc as well as everything else and was extremely excited for its release. When it did come out, I was not disappointed at all! Despite having played the game a bunch already, it is still incredibly enjoyable to play over and over again. The cosmetics that were added were all really fun to work for and mess around with, and the new hub is dope as well. Overall, really happy how it turned out!

**What are your thoughts on the cosmetics that were given out this year for the rewards? Which is your favorite?**

**avvaaa:** The cosmetics brought with this update are extremely creative and I absolutely love them. If I had to pick a favorite, it'd definitely be the Impostor taunt which is achieved by beating Halloween Havoc Challenger. As many others, the game Among Us is one of my favorite games along with Minecraft, and seeing an Among Us reference incorporated into this update was so cool! Although I have not collected the taunt for myself yet, I am determined on getting it in the nearby future and it has been awesome seeing it as an active taunt for others! Generally, I really like all of the new cosmetics brought with the update, and all of them are ones I'd definitely like to have and work for!

**Bobert2013:** I think the cosmetics from this year were pretty fun to have, knowing the hype with Among Us right now, the taunt and win effect were received incredibly well from the community. My favorite by far would have to be the diamond sword name - we haven't gotten a white colored sword name yet and seeing it pop out in chat and catch your eyes makes it really cool. Plus, who doesn't love the spooky bone theme!

Are there any aspects of the update that you felt should have been different?

**avvaaa:** As of right now, I can't really think of anything that I would think needs to be different. The update itself is extremely unique to those in the past and I really like the features that were brought along with this update. This has to be one of my favorite updates so far, and I don't have any things I'd like to change at the moment! Overall, amazing update and I'm really happy with the outcome!

**Robert2013:** As I have mentioned, I am extremely happy with how the Halloween update from this year turned out. It was filled with all sorts of new and fun features which I enjoyed thoroughly. I do wish that Challenger mode game a bit more rewards for winning, but overall everything was amazing, and I'm excited to see what's to come in the years that follow!

Thank you to both avvaaa and Robert2013 for taking the time to sit down with me and answer these questions! I want to also give a huge thank you to Moppletop for taking the time to work on this update. While Halloween has been completely different this year when compared to any other year prior, I hope everyone was able to celebrate in a way that was both safe and fun. Though nobody knows what the rest of the year will entail, let's continue to make the most of it while still being responsible and enjoying ourselves.

# Appeal Changes

By Marzie

The Appeals Team has been hard at work handling appeals efficiently and ensuring that there is always a minimal amount of unanswered appeals. You may or may not have heard that there have been some changes here at Mineplex with the appeal processes recently. In this article, we'll be going over these changes and how they will affect players going forward!

**Players now have three Compromised Account appeals, separate from normal appeals.**

Players now have two justified punishment appeals and a separate three compromised account appeals. This means that when players go to appeal a compromised account, they will use one of the three compromised account appeals and still have the two justified appeals remaining. Any previously compromised account appeals will be converted to the new system and count towards your new total. This means that if you had already been unpunished twice before for a compromised account, you will only have one compromised account appeal left. With this new system in place, it will be easier for people appealing and on the Appeals Team.

**Special appeals no longer exist.**

There is no longer a "3rd chance" appeal, mainly due to the new changes with how compromised account appeals are handled. Before this was changed, all players had three justified appeals, including compromised account appeals. With this appeal removed, players can now only appeal justified punishments twice outside of their compromised account appeals. However, don't worry if you have used both appeals! The Forum Managers will still be looking into those that are permanently punished for around a year or more that have no justified punishment appeals left.

If you have any questions or concerns regarding these changes or how many appeals you have left after this update, we strongly recommend messaging any Forum Manager found at [mineplex.com/staff](https://mineplex.com/staff). Stay safe out there and have a nice time on the forums!



# Spooky Screenshots

By 510bike

Trick-or-treat! October proved to be an eventful month yet again for Mineplex. From a revamped Halloween Havoc to a spooky new hub, everybody had chills sent down their spine.

Halloween is always an enjoyable time for the Mineplex community. Many members look forward to putting on their Halloween skins and enjoying the massive game update released each October. That's why we wanted to showcase community members' Halloween experiences on Mineplex this past month! We hope you get some joy out of these spooky memories submitted by players and staff members. We really enjoyed getting to look at everyone's submissions, but unfortunately we had to narrow it down due to the amount we received.

Thank you to everyone who took the time to submit a screenshot!

Klobko, Xukuwu, ScaryJuan, ScaryLeopard





nikethman

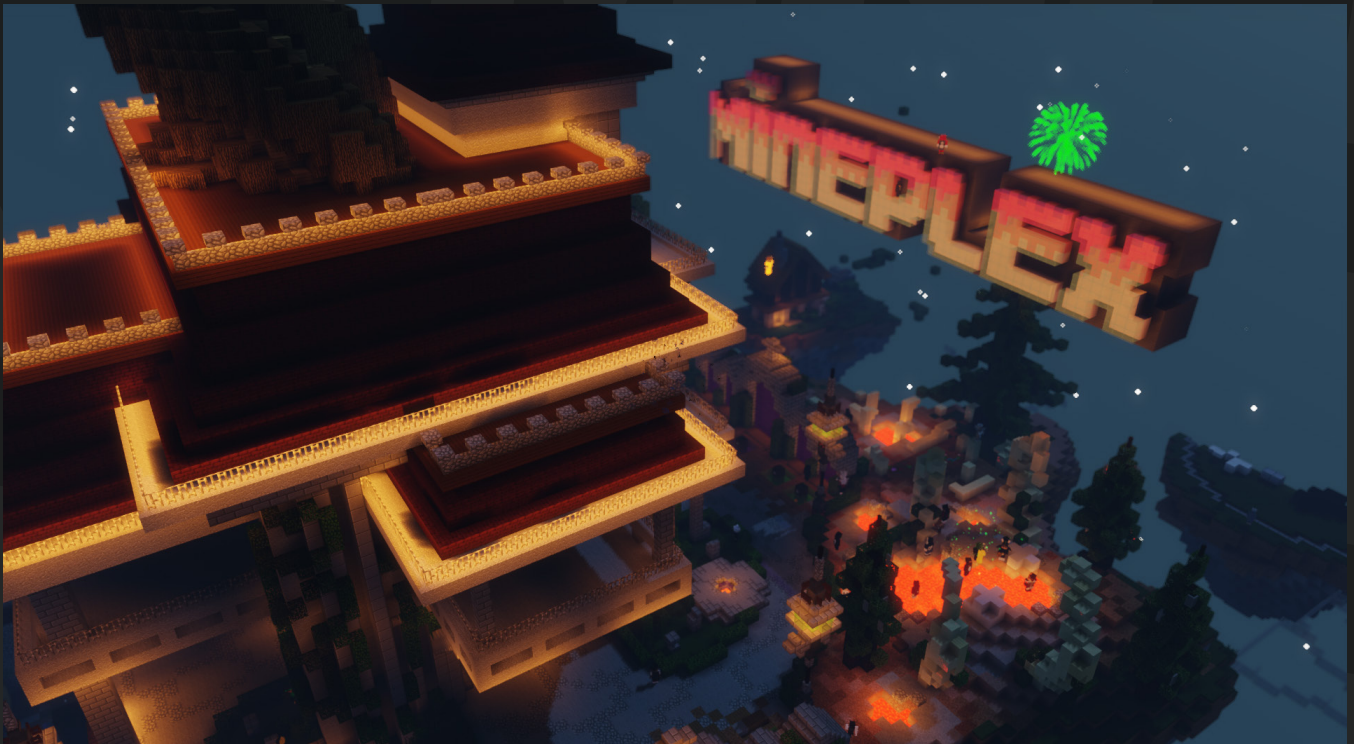


S1KH, oxitocin, Eria51, KingAndy5612, jeweliah





BadgerInASuit



affinity0, joshuart\_, Dutty & xLeopard







# Caption the Image

**By neotheater**

With the spooky season over, many of us are already beginning to look forward to the holidays. Can you feel the excited buzz in the air too? Whether you celebrate Christmas, Hanukkah, something else, or nothing at all, these times are always some of the happiest around that are spent with loved ones enjoying yourselves. Even better, 2020 is almost at an end and it's no doubt that everyone's happy about that. We just have two more months to go now! We are on the home stretch.

Halloween might be over for most of us, but two of Gendo's minions still have a trick or two up their sleeves. They watch in despair as the fire emitting light from the jack-o-lantern begins to fade for yet another year, but they know that they still have enough time for one more night of terror before it's lights-out. They begin to devise a plan to keep the Halloween spirit alive just a little longer. With a plan so despicable, the people of Mineplex could have never seen it coming. What on Earth are they planning to do?

Think you have a good caption? Submit it here:

<https://forms.gle/zJT3SrSR8MjKfy6M6>



Last month we showed you this image of the early trick-or-treaters showing up at Mr. Vorhees' house. We wanted to know how they'd react to knowing they're almost a month early.

Here are our 3 favourite captions from last month:

**Crossyroad1223:** "The most awkward moment yet you still want some candy."

**RainbowUnicornGM:** "When you haven't been keeping track of time since COVID started and you decide to leave your house at the wrong time."

**Julie:** "Somebody once told me that Halloween was cancelled so I showed up anyway with a smurf and a zombie."

# September Staff Statistics

By AGLThree

This month, we wanted to issue a huge welcome to all the new staff members who joined us and say thank you to all of the staff members who have sadly resigned for all of their hard work for the network.

## Java Trainee

October 10: aahad123, Parrotlet, UwuSake  
October 24: FireballX3, illum\_, LJwX, Nimpy, S1KH

## Bedrock Trainee

October 24: TheArrowsShadow

## Java Mod

October 3: Drizzerd, PROSTONE, Xukuwu  
October 18: allegient, Flamie  
October 24: hkq  
October 31: Amg\_, CookieBilly, Spookalon

## Bedrock Mod

October 3: zflqre  
October 18: MC Minium  
October 24: xpfireplayz

## Developer

October 1: GeNazt

## Sr. Moderator

October 16: jacvb, Landay (Community Management)  
October 27: Tours, wattywatty14 (Event Squad)

## Community Event Squad

October 27: MiningCreeper

## Resignations

October 10: Eroca  
October 12: percis  
October 13: shipsahoy  
October 19: BlazingLucario  
October 26: ZTB (Social Media)

## 1 Year Milestones

October 12: AyyNick

## 2 Year Milestones

October 13: WinteryOsprey38

## 3 Year Milestones

October 6: xSlowWifi

## 4 Year Milestones

October 7: Dulciloquy



# Meet the Team

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**AGLThree:** Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment and an RP mentor. I'm a Grey's Anatomy fan and enjoy doing ceramics. Out of the principle of the matter, I'm not buying the Connect 4 gadget from the Immortal shop, but I'm tempted after my continued poor luck with Omega chests.



**Tortelett:** 62 newsletters is a lot of news. A lot of letters too.



**Arjun:** Yo! I'm Arjun and I'm a Rules Committee member and Sr. Recruiter / manager under the Recruitment team. Other than Newsletter, I'm also on Reports Patrol, Game Insights, and the Content Creator Council. Some of my favorite hobbies consist of driving, hanging out with friends, and playing videogames. I hope you enjoyed this month's issue of the Newsletter!



**Sophie\_OGrady:** I'm an editor for the newsletter, the Game Insights arcade category lead and an ex-staff member. You can find me around the forums and chatting on the discord!

# Meet the Team

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**jacvb:** Howdy, I'm Jacob! I'm a writer and an editor for the newsletter and a member of Community Management and Quality Assurance. Outside of Mineplex, you'll catch me listening to a lot of music and watching Netflix.



**Marzie:** It's a me, Marzie! I am an Ex-FN and a current Event Squad member that runs Staff Events, Content Creator Events and does Website QA/Feedback things for most of my time. On the side, I also do Forum Mod, Reports Patrol Assistance, Ideas Team, Newsletter (writer, ex-editor), CCC, and I also Co-Lead CMP. Learn my entire history with Mineplex and more about me on my profile in the information tab.



**EmmaLie:** Hiya! I'm Emily and I'm that one weirdo who loves lollipops and doing stuff for the community. I'm currently the admin of Community Management & the Event Squad, so you'll see me a lot in-game, especially in EVENT-1. Outside of Mineplex, a lot of my time goes toward family, friends, Netflix, and Overwatch.

# Meet the Team

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**510bike:** Hi! My name is 510bike, and I'm currently a writer and editor for the Newsletter! I'm also currently a Sr.Mod on the Social Media team, a cross-platform staff member, and I am a member of RA, RPA, and FM. Outside of Mineplex, I'm into martial arts, photography, and mock trial! Feel free to say hello if you ever see me around!



**neotheater:** Now I'm falling down from clouds low, and I can't seem to let go. And everyone I'm around knows, that I'm now just a ghost. Just an echo of the things I loved, that I lost on a stormy night. So now I'm picking up the pieces that'll make me feel alright.



**WowCaleb:** Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a Moderator and a writer for the Newsletter. You'll most likely find me in my natural habitat playing Nano Games, or posting over on the forums. If I'm not on Mineplex, I'm probably banana boating or kayaking down the local river! Be sure to stop by and say hi if you ever see me around!



**chhase:** Hi!! I'm Chase, a Senior Mod & Forum Manager here at Mineplex! I'm also a Recruiter Assistant, a member of Reports Patrol Assistance, and an editor for the newsletter!!! When I'm not busy, my favorite things to do are watching movies, going hiking, and going on drives with the windows down. Also, I'm very bad at PVP so don't even.