

MINIPELEX

NEWSLETTER



Issue 74
November 2021

Halloween Update Recap, Cake Wars Update,
2021 Halloween Hub Behind The Scenes, and more.

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

From the *New!* Editor

It's November! As opposed to the last 10+ editions, your 'From the Editor' article this month and moving forward will be written by yours truly - Arjun! As the new Newsletter lead, I'm hoping to carry out the tasks that our previous manager fulfilled, as well as institute a couple of small (but new and effective) changes that I'm sure you will all love!

At the moment, my team and I are discussing the possibility of standardizing articles for the Newsletter. Meaning that rather than publishing all written articles every month, we would be standardizing our issues to push out a certain number of articles maximum to ensure that each and every one of our issues is balanced in terms of length and how much there is to read. Articles would mainly pertain to the issue they are published in (for example, for this month's issue, you're able to see some Halloween-specific articles). Additionally, this change would put less pressure on our writers, which is always great as we all have our busy months.

In addition, I would like to stress the importance of Newsletter feedback - if you have any suggestions or comments please be sure to submit our Suggestions Box form and/or our feedback survey!

If you have any specific inquiries in which you would like to speak with me privately about the Newsletter, the team, an article, or any other concern, you're more than welcome to and can do so through messaging me on the forums. Otherwise, as mentioned, 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 delightful November!

- Arjun, Newsletter Program Manager

Halloween Update Recap

By WowCaleb

While not everyone may have been in a position to cherish the horrors of the Halloween season in person this year, fortunately, there was ample opportunity to do so on the Mineplex network! With a brand-new hub, cosmetics, a treasure hunt, and a return of the server's beloved Halloween gamemode, Halloween Havoc, players were in for a treat - and a trick - when they logged onto Mineplex on October 14, 2021.

The first sight to greet Mineplexians was that of the redesigned lobby, courtesy of the Mineplex Build Team! The moon rose to illuminate the haunted mansion towering over the centre of the hub, and a scaly ender dragon flapped its wings as it soared over the players below. A bright-green UFO was spotted to have crashed outside spawn. Pine trees, dripping in slime, were an obvious victim of a Halloween prank. Jack-o-lanterns were littered around the land, grinning in anticipation of the many Halloween festivities.

After players worked up the courage to step foot outside of the haunted mansion surrounding spawn, they were

welcomed by the traditional NPC, ready to deliver four players into this year's version of our Halloween gamemode: Halloween Havoc! Some opted for the standard experience of the game, while some brave citizens ventured the much tougher 'Challenger' mode - with a select few even aiming to complete it in under 18 minutes in pursuit of a unique mission!

As usual, the Halloween Havoc map consisted of several areas which players had to progress through in order to face the almighty Pumpkin King. Berserkers, mages, archers and rogues battled their way through a zombie-infested village, parkoured over molten lava, leaped over the clouds, and endured many other trials and tribulations in their journey. However, this year, players were faced with the additional challenges of new giant zombie attacks, along with new light puzzles and a new maze to replace the previous.

Those who successfully overcame the wrath of the Pumpkin King and struck him down once and for all did not leave without reward. Players who completed

Halloween Havoc acquired a 'Spooky Season 2021' title, while players who completed Challenger mode also received a 'Hash-Slinging Slasher' weapon name. Lastly, for the most courageous of conquerors, those who completed Challenger mode in under 18 minutes received a 'Speedy Boi' title and a 'Lightweight' weapon name in addition to the above rewards.

In this edition of the Mineplex Newsletter, I decided to sit down with james610, an active member of the Mineplex community, to gather his thoughts on Halloween Havoc this year.

How did you enjoy Halloween Havoc this year?

james610: "I've enjoyed Havoc a lot this year! Initially I wasn't that interested as I play more Bedrock than Java and I already beat the game last year, but I decided to join my friends for a game and I was hooked from that point on."

What was your favourite part of the gamemode, and what was the most difficult?

james610: "Personally my favourite parts are the "boss" fights; particularly Gendo and the Pumpkin King, as

there's a lot more to it than merely slaughtering waves of mobs. I like that these opponents have their own set of abilities, similarly to how players do. This year I don't think there's much of a clear-cut most difficult part, though. Last year it was the parkour for sure, but they've balanced it pretty nicely this time."

Is there any feedback you'd like to provide or improvements you'd like to see made?

james610: "Something that I'm happy with is that they made the giant fight more difficult and interesting compared to last year, by giving it abilities such as slam and overall making it more aggressive. As for improvements, Archer kit still desperately needs buffing. It's become a running theme for HH every year for Archer to be the least useful kit and it deserves some love after all these years."

Thank you to james610 for sitting down with me to answer these questions!

Finally, I spoke to maevestarbaby, a member of the Quality Assurance Testing (QAT) team to ask her about her overall thoughts on Halloween Havoc this year.

maevestarbaby: “I think it’s great! I had a blast testing it and it seems that others love it too. I remember gathering thoughts in the Mineplex Discord server about last year’s Halloween Havoc and discussing them with Timmi and other QAT members. In my opinion, the game is a massive improvement from last year - less mob slaughter, and the fight with the giant (my favourite) is thrilling. The new maze and puzzles are difficult but really fun to do, and so many bugs were fixed with the game which made it that bit nicer. Honestly, the game is so polished this year; feedback was genuinely taken and put into good use and an update was made that so many people enjoy, including myself!”

I would like to thank maevestarbaby for agreeing to chat with me!

Aside from the introduction of our new hub, and Halloween Havoc, there was more in store for Mineplex’s Halloween update. Flaming pumpkins, which

featured heavily in years past, made a well-received return for the Halloween season of 2021. Players lucky enough to encounter a flaming pumpkin were in with a chance to win a one-month subscription for the Immortal rank.

Additionally, daily trick or treat tasks became available in the lobby, offering players the incentive to explore the Halloween hub through means of reward. A Pumpkin Treasure Hunt was also added to the lobby for the duration of the Halloween season, encouraging only the best scavengers to hunt out every one!

Those who may be interested in leaving feedback on this year’s Halloween update are more than welcome to do so on the Mineplex forums or in the official [Mineplex Discord](#) server, in the designated #halloween-havoc channel. For anyone who would like to view the full changelog for the 2021 Halloween update, it’s worth checking out [this thread](#) on the forums. On behalf of the Newsletter team, we hope you enjoyed this year’s Halloween update and that you had a safe and fulfilling Halloween yourselves!

Behind-the-Scenes of the 2021 Halloween Hub Build Process

By ddgolfer and joshuart_ (Guest Writer)

The spooky season is here, and Halloween has always been a special time for Mineplex! One of the biggest parts of getting into the Halloween spirit is the surrounding and overall feel of the one place everyone goes to see: the lobby. The Build Team's extremely important task is to grab your attention with the details in their creations. This year's Halloween hub has had a lot of positive feedback so, to give more background of how the hub process was built, the Newsletter team got several behind-the-scenes insights into the build process from joshuart, who is a current Build Lead!

Firstly, a plain base is used with everything starting as stone. At this point, the tree structure has been completely removed and some grass has started being painted. The infamous Mystery Machine, as seen in the 2020 Halloween hub, would make a return. We also put assets in the air, so they are easier to get to.



One of our first plans of action was transforming the lava parkour mountain into the iconic mountain from The Nightmare Before Christmas! The spiral has taken shape and needs some smoothing out.



Our first portal design has been put into the hub! Each year we like to represent a tombstone as our portals because it is a perfect shape and fits well with the theme.



Most noticeably, Jack Skellington has been placed by his mountain and has taken residence for the time being until the spooky season is over. To the left, we also put a skeleton fountain, like there was in the 2020 Halloween hub, and we have officially put in the portals on all three sides.



Our hub structure has been totally transformed! This will serve as a centerpiece for what would become the 2021 Halloween hub. Also, more grass and dirt have been painted around the main island, and some trees are starting to be placed in as well.



We decided that similar to last year's hub the lava parkour would be transformed into a pumpkin patch again, but this time with a twist. Legends say that something lies within this island that transports you to a whole new area!



A purple river is being added into the staff hill area on our main island, but also notice the staff building islands behind the main island as well. Additionally, a graveyard has been put in place behind the center portal.



Morgan Freeman finally got an upgrade! His stylish crypt returns with a facelift for this year, and different designs of his new house can be seen up in the air!



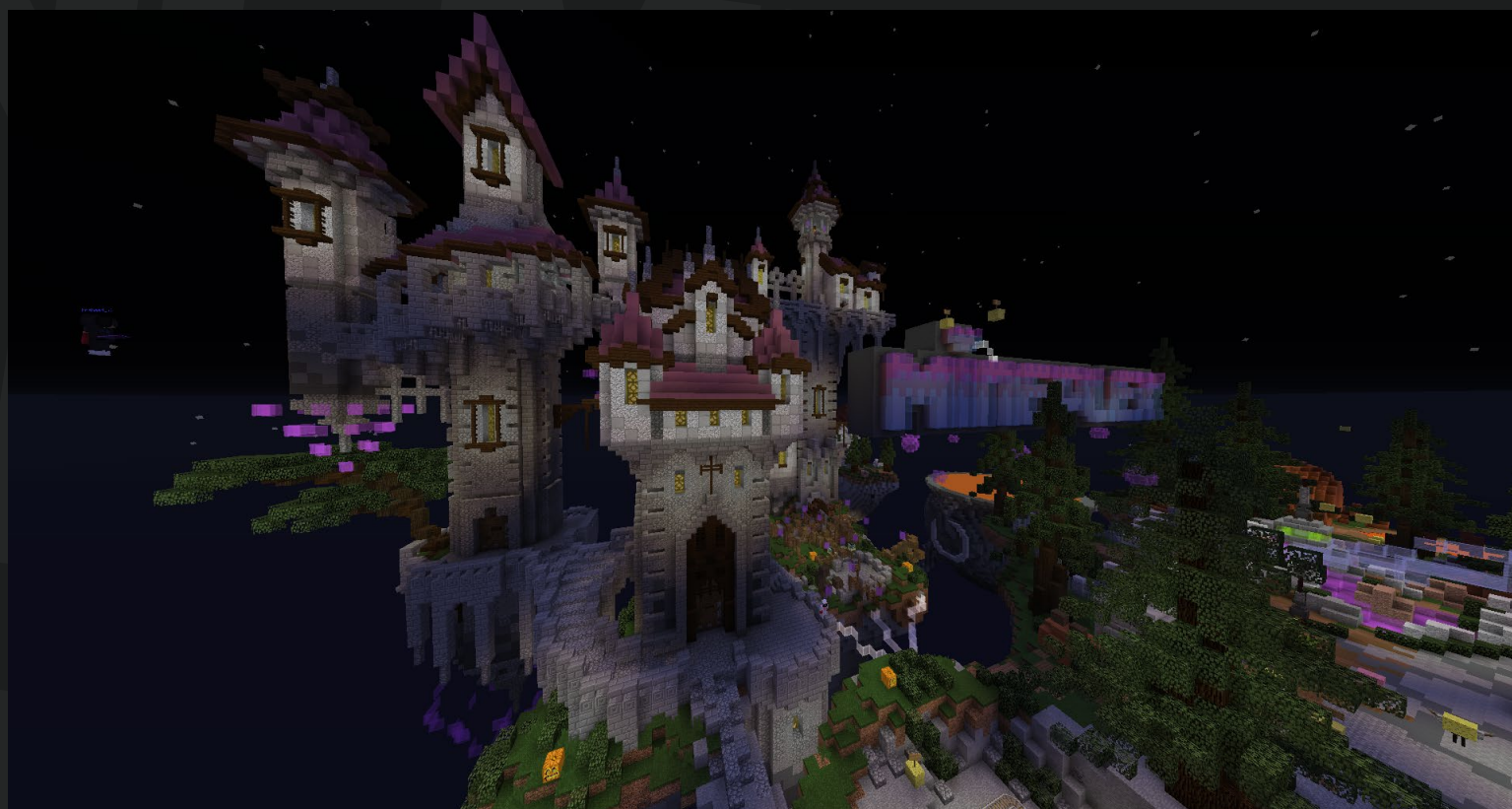
The main island is just about complete, designs have been added into the ground for extra detail, and more trees have grown in.



The mine has been flooded by purple goo this year! Might want to stay out of it because it has been said that whoever touches it turns to bone...



We have brought back our famous dragon, Douglas, to partake in the Halloween party this year! To the side, you can see we have added in a witch's tower which is a brand new place for players to explore upon arriving in the hub.



Perhaps one of the largest additions to the hub this year has been this castle behind the Mineplex sign! It has taken over the mini-village island and has lots of places to explore! Can you climb all the way to the top?



Our final look at the hub is all complete, and we hope you all have enjoyed it! Keep an eye out for what we have in store for Christmas!

The designing and building processes are some of the most intriguing aspects of the Build Team's work. The Halloween lobby is made every year to not only celebrate Halloween but to captivate every member of the server as they join. Happy Halloween!

Again, a special thanks to joshuart for the suggestion of this article and, of course, the writing for the behind-the-scenes look from the Build Team's perspective!

Cake Wars Update

By Looof

On October 14, Mineplex pushed out an update to one of its most popular games, Cake Wars! In this update, the addition of a solo gamemode was introduced as a fun way to go head to head with other opponents when playing on your own. However, there were some other important changes made to the game, such as a complete revamp of the shop design, some balance changes to the cost of certain items, and changes in capturing beacons! You can read the full list of what was included in the update in the Mineplex Discord under the #java-changelog tab.

I had the opportunity to speak with the developer responsible for the update, Timmi6790, about his time so far on the Dev team and how updates are produced.

What aspects of the Cake Wars update were most needed in your opinion?

Timmi6790: "In my opinion, every change to the game was needed and that is for sure a controversial standpoint seeing the backlash on the shop changes. The shop changes

could not be avoided with the changed item price changes and should also help make the game more accessible for newer players. It for sure was a drastic change to the game that you all know, but the identity of the game should not be only characterized by the shape or amount of shops we have. We will of course look into the pros and cons of this change, but we require your feedback in the places where we can see and process it. If you have any feedback on it and you want to be heard join the discord and voice them #solo-Cake Wars. The rest of the changes were mostly dedicated towards Cake Wars Solo, Cake Wars is a team game that is the reason we needed to come up with exclusive items for this new mode to make the micromanagement easier without a team."

Could you walk me through the process of gathering information for the update?

Timmi6790: "Making the update document was more tricky for this update because it contained the new Cake Wars Solo mode and the Cake Wars GI doc was not finished. For

this reason, the update was mostly designed through extensive testing with the QA/QAT team and later expanded to experienced Cake Wars players, CWCL leads and GI. The update is still not fully done, that is the reason we are currently actively collecting feedback through different means, like the discord feedback channel or smaller public meetings to shape the coming updates for the game."

Timmi also came out with a bug fix update as he strove to tackle some issues that had come up.

What bugs did you prioritize in your bug fix and why?

Timmi6790: "My main priority for this update was on the 62 internal changes and the BlockHunt bugs purge. I decided to prioritize the internal changes because I thought and still

think that they will have the biggest impact on the server. You might want to know what those internal changes are, but that is of course a secret. I will give that much away, another batch of internal changes should drop around the time this article is released so stay tuned. In contrast to the internal changes, the BlockHunt bug purge is something I started before this update and the goal for this was simply to fix the majority of the bugs. Fixing the hack client block esp hacks was the most challenging part for the BlockHunt changes because it required a full rewrite of the block disguise mechanics."

Thank you Timmi for taking the time to talk with me! Make sure to check the Mineplex Discord for more information about the updates as well as staying up to date on future updates.

Guess the Staff Member

By Arjun

Guess the Staff Member is simple: every month we will be giving you 2 or 3 hints along with a description of a staff member. All the staff members you can guess will be from mineplex.com/staff. If you think you know who the staff member is, then submit this form! Be careful though - we will only count the first submission! The hints and description are written by the staff member we selected for each month. Happy guessing!

Description of the staff member:

I'm currently 17 years old and am in my final year of high school! I am a huge hockey fan and I do a lot of biking in my free time. I'm also a bit shy, and I prefer to do things independently.

Hint #1

"I am a Bedrock main"

Hint #2

"I'm currently level 100"

Does this staff member sound familiar to you? Take your guess here:

<https://forms.gle/yNfW7YV5Zcj1cZHi9>

Are you a staff member who is interested in being featured? Message Arjun on Xenforo or Discord for more information!

Last month's staff member was... whalker!

The following player(s) guessed correctly:

ItsFree



Caption the Image

By neotheater

Ah, November. Just this and then one more month to go before we're into 2022. Time flies fast when you're having fun, and for most of us, it feels like we've blinked and 2021 has almost already entirely faded. But let's enjoy the final couple of months of the 21st year of the 21st century while we still can! December is always a hoot and a half and it's already on our doorstep.

After the forces of good faced the havoc caused by The Pumpkin King on Halloween and succeeded in foiling his evil plans, everything finally

seemed like it was going to be okay. The frequency of monster sightings had begun to decrease and the foreboding feeling of dread had been lifted from the villager's shoulders. However, in a castle deep within the depths of the Redback forests, someone was already beginning to weave yet another web. Unhappy and appalled by his defeat, The Angel of Death - Gendo, entrusted his servant Demon Lord Ramihigh to begin to plot their next big attack on Plexville. Following his master's orders, Ramihigh began to think. He creates a blazing blue flame that links itself

telepathically to every remaining mob in the village. He gazes into the bright light and begins to watch the village and think... It might take a while, but it will only take one fool's careless mistake to show him how they should invade next. What will that mistake be, and who will involuntarily let Ramihigh see the best path forward?

Do you think you know the future culprit? Let us know now so we can stop them from revealing anything they shouldn't!

Caption what's happening in this month's image here:

<https://forms.gle/ebhNquhQoJHqoFXG6>



Last month we told you the tragic story of the Enderman clan taking everything from some unfortunate villagers and how miraculously all of the villagers were saved by some mysterious being inside a portal to another world. However, the residents within the world were fighting against one another, divided into two villages that had been fighting for generations. We asked if anyone knew what they were fighting about.

Here are our two favourite responses from last month!

Avuhh: Girls: "OmG YoU C0pieD My OuTFit!!!"
Boys:

auful: "ModvsMod"

September Staff Statistics

By Arjun

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.

Bedrock Trainee

October 9: xGillz, xLqnax

October 16: Duchape

Java Moderator

October 3: Beelnc (Cross-Platform), BREEZLET (Cross-Platform)

Bedrock Moderator

October 3: BlondieBrook (Cross-Platform)

Senior Moderator

October 16: affinity0, Bunni, Drizzerd (Social Media)

Resignations

October 1: PROSTONE

October 4: Egsa

October 7: Printiel

October 8: GuitarHero_King

October 18: rilau (Community Management)

October 30: Ralfie (Staff Management)

1 Year Milestones

aahadd: October 10, 2020

maiaki: October 10, 2020

TheArrowsShadow: October 24, 2020

3 Year Milestones

WinteryOsprey38: October 13, 2018

4 Year Milestones

xSlowWifi: October 7, 2017

5 Year Milestones

Dulciloquy: October 7, 2016

Meet the Team



Arjun: Hey there! I'm the new Newsletter Lead. I'm an RC member and Sr. Recruiter/Manager, and I'm also on a couple of other sub-teams. Hope you enjoyed this month's issue of the Newsletter!



Tortelett: Hi, I made the pdf.



Sophie_OGrady: Hi, I edit the newsletter.

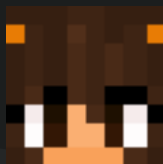
Meet the Team



Marzie: For your safety, this product has been carefully removed from shelves and will be carefully disposed of.



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.

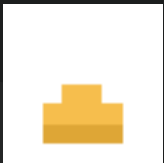


neotheater: ← recruiter, newsletter writer, reports patrol person and ghirahim's number #1 stan.

Meet the Team



WowCaleb: Hello to the Newsletter scavengers that read this! I've been a Newsletter writer for almost two years now and sadly this will be the last edition for which I'm still part of the team. Arjun hasn't driven me away, I promise! I hope you enjoy the Halloween edition of the Newsletter and all future editions as well. More importantly, however, stay safe and take care of yourself during this season. Enjoy your tricks and treats!



chhase: goose admin



aiirr: Hey guys! My name is Alyssa, though most people call me aiirr! I am an editor for the Newsletter team! On Mineplex, you can see me playing either Champions Domination or Turf Wars. If I am not on Minecraft, you'll most likely find me playing Overwatch or doing school work for my last year of college!

Meet the Team



ddgolfer: Hey y'all, I am ddgolfer and I am a writer for the Newsletter as well as a Scout on the Translations Team! I am an ex-Forum Manager and was on the staff team for eleven months before my departure in January of this year. Now I spend my time wondering why I pay for so many streaming services but never have time to watch anything on them.



Looof: What's up! I'm Looof and I'm a writer for the Newsletter Program as well as a Spanish Translator and a member of Community Council. Outside of Mineplex I love playing sports and drinking Starbucks >:)