

# FEBRUARY



WWW.MINEPLEX.COM

CREATED BY THE NEWSLETTER AND MEDIA STAFF

ISSUE 6

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## 1/08/16 FIRST PATCH OF 2016

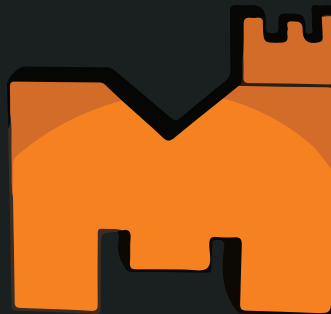
New year, new updates! Mineplex has released the first patch of 2016! This update consists of the removal of the Seasonal Lobbies and other various decorations, as well as the disabling of the holiday games, such as Snow Fight and Christmas Chaos. We are sad to see these go, but are excited to see what next year's holiday looks like!

On a positive note, a much-requested addition has been made to the game Gladiators: You are now able to customize your hot bar to whatever best suits your PvP needs! This will hopefully aid players in their battles. Before, you had your weapons in a fixed area and it could not be changed. Now, with full customization, you can become the best gladiator on the server!

Additionally, the Clans Alpha Update has been released! This update includes various bug fixes for the game. This will help make gameplay a bit smoother for players. Also, it was announced that with the release of the next version of Clans (Clans Beta), all players will be able to join in on the Clans fun. Coming with that release of Clans Beta are many new features that are unknown to us yet.

A lot of games have been through a bit of a fixing-up. You can read more about it on the Home Page and click on the "changelog" from January 7th.

Mineplex wishes you a Happy New Year! May 2016 be a peaceful and successful year for you.



# CAPTION THE SCREENSHOT!

BY: SNOW\_SPARROW AND CYBER700

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Ever wondered what a cave looks like framed by waterfalls? Wonder no longer! This beautiful picture of Mrs. Douglas' lair gives a peek into a deep, dark cave, complete with scary skulls. This decor may certainly be odd, but it sure looks cool! Get your creativity going and make an awesome caption for that screenshot! Submit your ideas here!

[HTTP://BIT.LY/CAPTIONTHESCREENSHOT6](http://bit.ly/captionthescreenshot6)

The winner will win a mythical chest!

Also, congrats to the winner of our last Caption the Screenshot Competition, Mole\_! His caption was, "When you realize that Pumpkin King's voice is really Parker\_Games!" Congrats!



# NEW MAP PREVIEWS!

BY: XLOUIS

We have been granted permission to highlight some previews of the Build Team's most recent map work! The maps shown in the screenshots are not guaranteed to be implemented into Mineplex ; many maps are made, but not all pass Quality Assurance testing.

Nonetheless, we see potential maps for Paintball and Capture The Flag. We hope that you enjoy the preview of these maps and maybe one day, you might just get to play them!



BY: PLEASETEAMIFAN

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2015 was by far the best year for Mineplex as a whole. We introduced many new gametypes, maps, events, and we welcomed so many new community and staff members. We even hit 43,000 players online at once, breaking the world record for most users online a Minecraft PC server! So, this was an incredible year for us, but what about you? We asked you what your favorite Mineplex experience during the past year, and here is our favourite response

Newsletter, New Dreams  
by Banksy

Once upon a time  
I wrote a rhyme  
that got noticed by some staff  
and gave them a laugh  
I guess it was okay  
but I would always say  
"I know it's not great..."  
but be nice, please don't hate!"  
and with that I began  
I took a good stand  
I was tired of staying still  
waiting for a one shot thrill  
and then it occurred  
all in a blur  
I got a message from A3R  
which made my stop and stare  
because he asked me to check a chat  
an important one at that  
telling about a Newsletter team  
it has came true, my dream  
so I tried to apply  
it was difficult to try  
because I get very shaken up  
so I poured myself a cup  
of some warm English Breakfast tea  
and what could it be  
before I knew it fully  
I was all like, "well gosh holy moly!"  
because I submitted my application  
with much dedication  
I put forth my best  
and didn't think about the rest  
for if you try yourself

instead of staying on a higher shelf  
you may find out  
you'll come to not doubt  
that maybe it can really good  
if you do what your heart should  
and I did -  
I felt like any other kid  
waiting for their chance  
a lesson in romance  
where you learn to love what you know  
and before I tried to go  
I got a notification  
during spring vacation  
from a guy named Blue  
oh how could it be true  
I made it into the Newsletter  
what could be better  
it definitely made my year  
and although I had some fear  
I stayed for a while  
I laughed and I smiled  
because once it's all done  
and you've had so much fun  
you'll look back  
into the black  
and remember this:  
"this was a chance I could never miss"

Thanks for the memories,  
Banksy



# ADMIN INTERVIEWS!

BY: RAVENWINGS  
& XLOUIS

As you may have known, there used to be an Admin Q&A held on the Teamspeak. This was an opportunity for the community to question, get involved and learn more about things from an Admin's perspective. The Newsletter team decided to bring this back and over the last few weeks, we've had endless amounts questions from the community. We'd like to thank everyone for their submissions, however, we have decided to pick our favourite, suggested for each admin, and pose it to them. Enjoy!

## BLUEEBEETLEHD

**ModCoordination has been through some major changes. What do you miss about the old setup, and what do you like about the new?**

Definitely something that I miss in the old set up in the team was that there was more personal connection with the mods! Don't get me wrong, I love that our staff team has grew as the server has grown. Since the staff team has grown to 250 moderators, it has made it harder to keep ensuring Mod Coord is spending time with each individual to ensure we're maintaining our quality. Luckily my team members have strived in this area, ensuring that they are in constant communication with them even when they can be handling up to 30 moderators at a time! Since taking over Mod Coord, I've always wanted to ensure I surrounded myself with the best and most hard working people. The thing I love about my set up is that the team is very efficient. Despite that we're handling 250 moderators with 8 members, we have effectively handled it. Our members motivate each other to take on more work as the culture in Mod Coord is being accountable and taking that initiative to push your boundaries towards your potential.

## DIAR

**Do you miss doing interviews, and being just a regular recruiter or do you prefer the more managing role and why?**

I do miss the good old days where I just rejected applications and did interviews all day hahah. I got to interact with hundreds of different people every month, whereas now it's mostly limited to interacting with staff members. Sometimes I'm tempted to just claim an interview for myself, but I'd probably terrify the poor applicant. :p

# ADMIN INTERVIEWS!

BY: RAVENWINGS  
& XLOUIS

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## JARVIS

**What improvements/idea's can we expect to see upcoming on the forums? In terms of the negativity, how do you plan to change this?**

"We've been listening about your complains and suggestions and we are drafting something up for proposal and hopefully have something implemented for the better for everyone. But for now, we don't want to spoil anything just yet. As for the negativity on the forums, we understand not everyone here likes some of the changes and maybe prefer the other way around. But we hope that with the upcoming changes, we will bring the community closer together rather than breaking it apart."

## RELYH

**In your opinion, what do you think is the most balanced game on Mineplex and why?**

**How can you see 2016 being in terms developement of Mineplex?**

The most balanced game? I'd probably have to go with Bridges. Regardless of whether you're going out to throw apples, mine ores, jump headfirst into combat, drop skybases, or spam TNT, you have a pretty fair chance against your opponents.

2016, in terms of development, isn't something I know entirely at this point; however, from the projects that I do know about, I'm pretty excited for some of the changes we've got coming this year, and hopefully everyone will enjoy this year as well.

## SAMITOD:

**What motivated you to become a youtuber, and an admin?**

**What has made you so loyal to the Mineplex Champions community, and do you think that it is one of the most balanced games on minecraft 1.8 servers due to its 4+ years running?**

When I first started my channel there were very little champions youtubers out there. I for one loved the game and was one of the most experienced players that was still around. I really thought it would be fun to teach others the game and show them my perspective of it. I wanted to help change the community to do lots of better things and really bring more popularity to champions. I just really wanted to make the community better and show my perspective on things.

As for Admin, it wasn't really a goal of mine that was set in stone. Why I took the Admin role was because I made a promise to the community that I would do everything I could to make the clans experience a fun one. I reinstated because I knew the staff team would need my help in terms of moderating clans servers considering I was the only one on the staff team who knew what was

# ADMIN INTERVIEWS!

BY: RAVENWINGS  
& XLOUIS

going on with clans development and who knew what needed to be done to moderate it well. How I got Admin is a funny story on top of that, it was 6 am on the night of releasing clans and we had just pulled another all nighter. I was in teamspeak with Chiss, syclone, Relyh, and Phinary after being up all night and pushing clans. Syclone and Relyh went to sleep so it was just Chiss and myself checking up on servers making sure things were going well. Out of no where we started talking about moderation and then Chiss brought up that we were going to need to a team to manage moderation and told me to talk to Rusty about it. I talked to Rusty a bit later and we sorted out that I would Admin a team for it. I figured out I would Admin Clans Management at 6AM the day of clans release! Quite the shock but in reality I already had most of the moderation docs ready and what mods would need what perms to do certain things so I had a head start on the work. I just found it funny what the timing was, nothing like 6am the day of release right! I've been really loyal to the MP Champions community because it's played a major role in my life over the past 3 years. I've seen it come from a small group of players to the massive Mineplex and I'm really proud of that. It's really grown on me and I want these players to have as much fun with champions as I have over the past years. I feel like a big part of this community, and I love watching it grow.

In terms of balance champions will almost never be perfect. The best that can be done is keeping things fairly balanced. Nothing will ever be perfect with champions sadly and we are just going to have to work with that. Currently the game is in a good state, but there are always patches we could make to make it more balanced!

## SHINYRUKII

**How has your role as the head of Community Management been so far? Have you enjoyed interacting with the community? How do you plan to expand Community Management and interaction in the future? How has your role as the head of Community Management been so far?**

Huh, the work itself is pretty amazing, even when most members of staff and community can't see most of it at this point. my enjin inbox receives so many messages a day and answering these and helping/supporting the community is a great feeling. Concentrating on hosting events ingame, streaming with staff and posting on the forums next to this is a really good variety of work and everything is kind of related to the community. Everything makes community members happy and that's the most important part. Hopefully it will stay this way for the upcoming months and we as team hope to improve the relation even more in the next months!

>Have you enjoyed interacting with the community?

It is probably not a secret that there are differences between our current community and the past community, but this doesn't always end up in a bad way. I always enjoyed interacting with the community, but it is still kind of hard to reach out to all community members. We hope to change



# ADMIN INTERVIEWS!

BY: RAVENWINGS  
& XLOUIS

this in the future, with more ingame interaction and surveys where all members can vote, at the moment we try to reach out to the forums part in the most aspects. For me it was always important to have enough time for the community if they are in need of help, this did not change in the past two years since I joined the network. I was always more a community-related person than anything else. I hope the community can see this too. Even when we still have some issues from time to time, I hope we can sort this out one by one. In the end, I can say that I love what I do and wouldn't want to do anything else. I still enjoy being ingame and moderate chats or just talk to community members at day and night. I just still have the issue that my connection to US isn't the best and I have huge lag issues from time to time so I stick to EU for the most part at the moment, but once I move to my new apartment in Spring, this will change as well! Hopefully in a good way.

>How do you plan to expand Community Management and interaction in the future?

This is a hard question. The community changes so we have to change plans and future interactions every time, but that's also something I really like. This makes this work never monotone. There is always something new to learn. For the current moment we totally plan to include the community even more with changes on Mineplex. There are two to three discussion topics we just set up and will be shared on the forums once it is ready. So including the community more in decisions on Mineplex is the most important part for the next time. As well as still being available for them when they need help.

In a long term we talked very often about official tournaments on Mineplex, but ran into some issues whenever we talked about it. But I am looking forward to host tournaments again on Mineplex once everything is sorted out for this. I can't say how long this will take, because there are other aspects which have a higher priority, but we are working towards this.

Transparency is also something important. Especially for dedicated community members who want to learn more about how Mineplex works. We are going to start with this with a transparency-related stream program which can be found on our event schedule as well. Starting slow to get a feeling how to interact with the community members in the best way possible and then focusing on working more with the community to make Mineplex an even better place for everyone!

## WEBGLITCH

How do you see Mineplex developing in terms of social media?

Do you have anything planned (event-wise) for the Social Media team, and if so, can you give any hints as to what you have in store?

When it comes to developing, we are trying our best to post more interactive posts, and challenges for the community to enjoy. Along with this, we also hope to see more map and upcoming feature previews on the twitter.

As for events, there will be a lot of map and game sneak peaks in 2016 along with more giveaways, competitions and other small fun events for everyone to participate in and enjoy.

As the year drew to a close, all staff members gave a final push to end the year on a high note. Many staff stood out as showing amazing work ethics and really bringing an overall smile to the team. To end the year, a moderator and a Senior moderator were awarded Mod Of The Month and Staff Of the Month. We had the pleasure of interviewing them and getting some background on them, enjoy!

During the month of December, SheSoCookie was awarded MOTM for her hard work on Performance monitor assistance. Apps and RP. This of course was the last MOTM for 2015; Cookie claims that it was an amazing thing and that she felt much pride to achieve such an award. She believes that if you are willing to try hard enough and put enough effort into something, you can achieve it.

DeanTM, December's SOTM, was the first Trainee Management to receive SOTM in over a year, he said that it was long overdue due to the amount of the work <sup>TM</sup> does but he also said it was an an honour. Going back to when Dean was just a moderator, he was encouraged to apply for Trainee mentoring assistant by a fellow staff member and soon after was promoted to a TIP, Trainee Improvement Program mentor and then to a regular <sup>TM</sup> mentor. Dean, a lover of the champions category, said that anyone aspiring for SOTM should focus on planning as it really helps.

# MINEPLEX BINGO

BY: DOZZY

Welcome to the first edition of Mineplex Bingo! To play, complete challenges and submit your screenshots and links here [HTTP://BIT.LY/BINGO6](http://bit.ly/BINGO6). You can complete a set by doing 5 challenges vertically, horizontally or diagonally. The more sets you have done, the more times you will be put into our drawing for 5 mythical chests! The last day to enter will be on February 20th!



Take a screenshot at a Mineplex Event	Take a picture of the November 20th Minestrike Update	Find a staff member and take a screenshot with them	Take screenshots of 3 multi-word DMT words	While playing dragons, get a selfie with three Dragons behind you
Find a link to a deleted forum thread	Locate a picture of the old Helper tag (doesn't have to be yours)	Find a video of someone playing Clans	Find some Mineplex art of Douglas the Dragon	Take a screenshot of someone getting a rank from a chest
Give a link to a report you submitted that was accepted	Find someone with an animal skin on the staff page	Take a screenshot of you in a Teamspeak channel with 8+ people in it	Pose for a picture with a Skeletal Miner	Finish one of the lobby parkours!
Find a screenshot of you winning a legendary item in a chest	Take a screenshot of you with a legendary Clans sword	Make your own teamspeak lounge and call it "Mineplex Bingo"	Get a stack of apples in bridges	Find the links to Mineplex's Twitter and Facebook
Take a picture of someone with full diamond armor in Survival Games	Find the Give-away Hub on the Forums	Take a picture of 3 horsemen in 1 SG game	Find 2 staff members in 1 public TS lounge	Hide as a pot in Block Hunt and take a selfie



# GUESS THE LOCATION!

BY: CYBER700  
& IPBJSAMMICH

Think you know everything about the lobby? Then you're reading the right article! In this new and exciting Newsletter game you will be provided with a zoomed in image of a certain place in the lobby. Once you are sure you know where the image was taken, you can submit your guess and IGN in the form found here [HTTP://-GOO.GL/FORMS/JAXYMYB20K](http://goo.gl/forms/JAXYMYB20K) - The first person to submit the form with a correct answer will receive two mythical chests, while two random correct answers taken from a hat will receive one mythical chest each! You have until the next issue of the newsletter is posted to submit your answers, and the results will be posted in next weeks article! Good luck, and may the odds be forever in your favour!



Are you a music lover? Perhaps you just like being involved with the community in places other than the server. Either way, we've got you covered with our BRAND NEW Dubtrack Music Room! [HTTPS://DUBTRACK.FM/JOIN/MINEPLEX](https://dubtrack.fm/join/mineplex)

## What is Dubtrack?

Much like the old Plug.DJ program, Dubtrack Music Rooms allow you to chat with others, queue songs, and just have fun!

## How do I queue songs?

To queue songs, find the "Queue" tab and in the Search bar paste in the song link (make sure it's on YouTube or Soundcloud!). You can upvote and downvote songs by clicking the blue and magenta buttons respectively. As mentioned, if a song receives downvotes that are 50% or more of the upvotes of the song, it will be skipped (8 upvotes, 4 downvotes, etc). You receive "dubs" when you upvote songs and when you play songs and they're upvoted.

## Help! My song got skipped!

If your song does not fit the theme (Pop and EDM), is inappropriate or a troll/parody version, it will be skipped! Songs queued that are on the overplayed list, played within the last three hours, are over three minutes long in length, or have received 50% downvotes will be skipped as well.

## What guidelines should I follow on the Mineplex Dubtrack?

While you're in our Dubtrack Music Room, we ask that you follow a few simple guidelines in order to keep the harmony among users and make sure everyone's enjoying themselves. In chat, we ask that you don't ask for songs to be skipped, use excessive caps, spam, or really anything that may disrupt other users or make it not appropriate for our younger audiences. Ban evading is also not allowed under any circumstances.

## Now that I know the basics, what can I can do on Dubtrack?

Outside of the guidelines listed above, you're free to do whatever you want! You could start a conversation in chat, meet up with friends, or just listen to the music while playing a game!

## What is VIP and how do I get it?

VIP is a position for Mod+ and trusted members of the community which gives the ability to skip songs. If you prove to the staff that you're worthy of this position, you may just find yourself with this rank the next time you get on!

## Sounds good! Who should I contact if I need help?

For those of you who have never used Dubtrack before, don't worry! It's very easy to get the hang of things, especially now that you've read this! If you ever need help though, you can always contact a member of the Music Moderation Team.



# TRAINEE INTERVIEWS!

BY: XLOUIS  
RAVENWINGS  
&XSTAR\_89

After a 3 week break due to the holiday season, the recruiters were well in the swing of things at the Trainee Acceptance Party, on the 8th of January as we saw the first batch of 2016 being accepted. This was one of the biggest batches we've seen on Mineplex for a few months but the suspension was still there. We've had the pleasure of interviewing 3 random people from this batch as we uncover their thoughts and feelings at the time of being accepted. We hope you enjoy as much as we did!

## KANEBRIDGE

**Q: What is your ingame name? Any nicknames?**

IGN is Kainbridge and goes by the nickname of Kane to friends.

**Q: When were you promoted to Trainee?**

08/01/2016

**Q: Favorite Mineplex game?**

My favorite game is Runner, I really enjoy Parkour and Runner is a challenge.

**Q: How did you feel in the period of knowing nothing over the holidays?**

When I applied, I had spent over a week writing everything and making sure everything was perfect so naturally I was nervous. But when I got the interview, I got more nervous and since TAP was delayed by two weeks I had to wait a little while to know that I got Trainee. The whole process was exciting but I was honestly really anxious.

**Q: How has the past few days of Trainee been?**

I had a meeting with my mentor and I got my TeamSpeak Rank, oh my gosh I felt different! I got congratulated by players and staff members. I feel so happy and excited to work with everyone in the staff team and help out the community!

**Q: What specifically are you excited for your trial?**

I'm excited to interact with the community and help out more in a new way! In my trial, I want to join Apps Team (if it opens) or any other team that interests me.

**Q: Has anyone inspired this? If so, who and why?**

Before ever wanting to join the staff Apps had interested me. I always loved writing and I also love giving feedback to others to help them succeed!

**Q: Anything you would say to anyone aspiring to become a trainee?**

Don't ever give up if you get rejected! Just try again, I have a friend who took about 17 times to get Trainee and he is one of the most amazing people I know. Also be sure to be honest and be yourself.



# TRAINEE INTERVIEWS!

BY: XLOUIS  
RAVENWINGS  
&XSTAR\_89

KINGCRAZY\_

**Q: What is your ingame name? Any nicknames?**

My ingame is KingCrazy\_ but a lot of people call my King.

**Q: When were you promoted to Trainee?**

I was promoted to Trainee on the eighth on January two thousand fifteen at five thirty nine pm.

**Q: Favorite Mineplex game?**

My favorite Mineplex game right now is bridges. This is because not only is it a fun game to play, I have a lot of great moments and memories of playing bridges.

**Q: How did you feel in the period of knowing nothing over the holidays?**

Not knowing anything over the holidays made me even more anxious and nervous. Also, knowing that I had to wait that long to find out killed me, and was very dreadful.

**Q: How has the past few days of Trainee been?**

It has been a great few days. In the few days I have been a Trainee I have met a lot of great people. It also has been a little stressful as I am trying to learn everything that I need to know and getting everything sorted out.

**Q: What specifically are you excited for your trial?**

The thing that I am most excited for, for my trial is just simply meeting and getting to know a lot of different people.

**Q: Has anyone inspired this? If so, who and why?**

There were many people and factors that played a role in this. One of these factors is while I was in TeamSpeak talking to people, it was very nice to learn and listen to stories about them.

**Q: Anything you would say to anyone aspiring to become a trainee?**

“Don’t stop believing” - Journey

We would just like to wish all those interviewed, and from the batch, a very big congratulations and good luck in the future as staff!

# STAFF BIOS

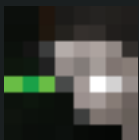
BY: TORTELETT



**Dozy:** Hi! I'm Dozy, the new Newsletter manager! I've been on the staff team for almost two years, and I'm currently on the Social Media team. I love running and playing golf as well as programming and creating websites! I'm always around in-game and on the forums, and I'd be happy to help you out and answer your questions.



**Crumplex:** Hey, I'm Crumplex! I'm a Sr. Mod on the Social Media Team. I manage the graphics for the newsletter, and have been helping design it since the third issue. Hope you enjoyed!



**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!



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



**xLouis:** Heyo! I'm a Louis, a moderator here at Mineplex. Currently, I am on three sub teams and aspiring to be a mentor on either Trainee Management or Mod Coordination. My favourite games are Champions and SG but you will quite frequently find me on the forums. I enjoy food, a lot of food.



**RavenWings:** Hello! I am currently a Senior Moderator on the ModCoordination team, alongside of being a writer on the Newsletter team. I am obsessed with cats, and enjoy taking long walks on the beach.



**PleaseTeamIFan:** Hey there! ^-^ My name is Zach, and I am a Senior Moderator and a member of the Mod Coordination team. I enjoy playing basketball, soccer, and frisbee in my free time. I also like to think I have a knack for photography. If you ever want to talk, or just say hi, you can find me on TeamSpeak or in-game! c:



**xStar\_89:** Hiya! I'm Star, currently a Senior Moderator on the Mod Coordination team. Alongside this, I'm on 4 sub-teams including the Newsletter team. I love to meet new people, try new things, music, and ice-cream. I'm usually on TeamSpeak and in-game, so I hope to see you around! x)

# STAFF BIOS

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**iPBJSammich:** Heya! I'm iPBJSammich, currently a Mineplex Mod on the Karaoke Hosts, and Newsletter Teams! I enjoy relaxing and playing MC in my free time. I am really eager to see new people, and love having a good time! Just message me whenever, I'd be delighted to talk! <3



**cyber700:** Heya! I'm cyber, ciber, ceber and every spelling mistake you can make on 'cyber'! I'm currently on two sub-teams, one being the Newsletter Team. I was only accepted to the newsletter team on the 24th December, but I'm already enjoying my time on the team. I love playing tennis, and other ball-related games in my spare time :)



**Snow\_Sparrow:** Hello! I am a Sr.Moderator on the Newsletter Team. I hope you enjoyed reading this issue of the Newsletter. Keep your eyes open: more issues will be coming out soon.



**IDONTHAVE1:** Greetings. I am currently a Mineplex Moderator on the Newsletter Program. I enjoy crocheting and other arts and crafts.



**PrincessLivi:** Hello there! I'm Livi. I participate not only on the Newsletter team, but also on the Apps Team here on Mineplex, and I hope to one day join the Sr. Mod team Trainee Management. Outside of MP I love ballet, cross country, and talking to new people! I hope you enjoy this month's issue of our newsletter!



**Persistent:** Hey there! My name is Persistent, and I am a moderator for Mineplex. I am part of the Newsletter program and I also work in the Applications team. I enjoy reading and writing, as well as meeting new friends! Enjoy this issue!

