

MINEPLEX

NEWSLETTER



Issue 51
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Giving Thanks, Contributing to Mineplex, Clans
Map Reset, and more.

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

From the Editor

Great reward requires great risk, but sadly, great risk does not always result in great reward. Our team learned this the hard way in our most recent issue of the Mineplex Newsletter when we took our first steps toward a redesign. Upon its release, we realized that our efforts—our great risk—had not been as successful as we had hoped, and we had to head back to the drawing board.

Soon after the release, our feedback form flooded with readers disgruntled over many aspects of the new design: the bolding throughout the articles, the color palette, and the readability of the text, just to name a few. While some of the responses we received were discouraging, we understood that an opportunity for growth had presented itself, and we had an obligation to make improvements based on the feedback that we were given. So that's what we tried to do.

We changed the color palette, removing the purple and sticking with colors already associated with Mineplex. We modified the layout of articles, opting for two columns of text rather than one. We eliminated the extraneous bolding, and made the text a bit more readable with a dark

background. It is certainly not an easy task to design something like this from scratch—especially if you have no experience with the software, as I had—and one might ask themselves, “why not just return to the old design?” Because great reward requires great risk, and falling back to the old design would not be a great risk. We would be right back where we started.

With all of that said, it is important to recognize that this endeavour is not complete, and probably never will be. There will be issues with this release, and that is okay. There will probably be responses on our feedback form that discourage us from trying again, but that is okay. We are making strides towards an improved production, and that is what matters. If you have any feedback that you would like to share, we would love to **hear it**.

Great reward requires great risk, and our team is willing to take those risks because we know how great the rewards can be. Thank you for sticking through with us, and thank you for reading this month's edition of the Mineplex Newsletter.

- ssnip, Newsletter Program Manager

Giving Thanks

By Marzie

American Thanksgiving is here, and everyone around the world has something to be thankful for! Starting as a historic and widely remembered event in 1621, American Thanksgiving became a holiday based primarily on giving thanks. In the festive spirit, we are here to celebrate gathering with family, feasting on food, and exchanging thanks. For this article, we wanted to know what Mineplex's community were thankful for this year.

Ojoe: "My family, my good friends, my talents, and my opportunities."

"My family, my things that I own, friends, video games, Mineplex, and CMP."

Mathuu: "My family, my things that I own, friends, video games, Mineplex, and CMP."

SpookyNeverLie: "I am thankful for being born in the time I was born in. :D"

Enunciated: "Despite my now recent thoughts regarding Mineplex, I'm super thankful for the friends I've made here, the experiences I've gotten, and the lessons I've learned throughout my time. I could never be more thankful for a more welcoming team that was Community Management (CoM); a more exciting time that was leading the newsletter, and a more sentimental time that was mentoring people in the Community Mentoring Program. As always, here's a big shoutout to the people who still work for the server. I'm thankful for everything I've learned and everything I've done; everything. Thanks Mineplex, for everything."

Wanderer_: "I am thankful for my cat, the Reports team and everybody who has helped out with the website."

SlashTheWarrior: "The Mineplex community and how supportive and nice everyone is."

January34: "I'm truly thankful for the amazing opportunity I was given to be apart of the Staff team and for the amazing people I get to work around with on a daily basis."

Acerna: "I am thankful for great health, good education, daily fresh food"

and water, a bed to sleep in, family, friends, music, warmth, clothes, and the opportunity to be involved with the Mineplex community.”

“I’m thankful for the friends I’ve been able to make within the staff team and the amount of fun Mineplex has offered me.”

__Narwhal: “I’m thankful for the friends I’ve been able to make within the staff team and the amount of fun Mineplex has offered me.”

Oscaros_: “I’m thankful for food on a table and people that are standing for and legitimately concerned for climate change. It’s a really big issue right now and I think that us addressing it not only on Mineplex but mainly on the YouTube community and in real-life politics. I’m English so I don’t really celebrate Thanksgiving, but I couldn’t be more thankful for this!”

saltyfishhy: “I am thankful for Mineplex’s community. This community has been here with me for what feels like my entire life. I have met great people and accomplished great things, and thinking of it fills me with such

genuine joy. I am excited to spend the rest of this year with Mineplex. I am also thankful for all of the friends I have on Mineplex. I know some of the most supportive people ever that have been by my side for a long time. These are people that I genuinely consider as friends, and people that I would want to talk to and spend a lot of time with.”

ScarletBlood37: “Yesterday was my 1 year ‘anniversary’ of playing on Mineplex, and looking back, I’m so grateful that many of my original friends are still hanging out with me to this day.

“This server has become a big part of my life, and I could not imagine myself without my friends here.”

I love how the Mineplex community is so welcoming, and it’s inspired me to give back by helping out on the forums and in-game. This server has become a big part of my life, and I could not imagine myself without my friends here. So to finally sum it up, I’m thankful for the fact that I have such amazing friends on this server and I look forward to hanging out with you all :)”

Sven: “I am thankful for my wonderful wizard mentees! I have just started

working with them and they have been an absolute delight as they have been extremely patient with me getting everything set up! I am super lucky to be mentoring a group of determined and passionate individuals who are all doing extraordinary things to benefit the server. A big thank you to Kyuine, EnderCreeperJack, AttemptOne, CowHatake, Glamourized, GuitarHero_King, Hulk_, Slipest, SpikeCreates, Toxcity, WinteryOsprey38 and my lovely mentoring assistant Spoiler!”

Knazamn: “I am thankful for everything we have in order to live. Around us is our resources, we should be thankful for them.”

Thank you to everyone who participated! For those who celebrated, we hope you had a wonderful Thanksgiving this year!

Translations Team: Scouting it Out

By TooMuchXMas4You

During the 46th issue and the July edition of the Mineplex Newsletter, an article was created about the Translations Team outlining the fundamentals of the workings of the team. Since then, the team has taken on community feedback on which languages to add next. They decided to add two new languages recently, Korean and Turkish, and also opened up a new position on the team: Scout.

This position was created on September 30th, followed by some team updates. The main objective for a Scout is to ensure that there are no errors within translations and to guarantee that the languages have no technical errors when being pushed to the Bedrock network. While some of these people may only know English, they all still serve a powerful purpose to the team. Two new members of the Scout position were interviewed to learn a bit more about it.

Lila is a newly recruited member to the Scout position and an avid community member. What makes the position enjoyable for her? She mainly enjoys being able to meet people from all over the world and enjoy the team along the way:

“Mineplex’s purpose is to be an entertaining and comfortable environment for players from all around the world.”

Lila: “All of the work the Translations Team does contribute to is to a great cause: having a variety of languages accurately and completely translated throughout the Bedrock platform. Mineplex’s purpose is to be an entertaining and comfortable environment for players from all around the world. Part of that is supporting different languages so people can play with the language they’re most comfortable with; I’m ecstatic that I can be apart of the process to make that happen! I genuinely enjoy the

form my work as a scout takes as well. I get to play Bedrock Mineplex when I complete specific tasks that I'm assigned, which is always a blast considering I enjoy playing on Mineplex. The kind of work also allows me to complete it bit-by-bit; I can do it whenever I please, which is preferable over doing work within one long - consecutive - period of time. The Translations Team is full of splendid people who put a ton of effort into their roles. Being a scout has been quite an enjoyable experience so far, and I can't wait to see what comes next!"

Another recently recruited member of the Scout program is referred to as Cheezeburgerfan. He shares a similar idea to Lila:

Cheezeburgerfan: "The Translation Team community is really fun and interesting to be a part of. It's a melting pot of many different cultures and ethnicities, so it's cool seeing how people do things in different cultures and how the weather is in different parts of the world. I also enjoy attending events that are hosted for the team. It's also a practical and meaningful way for me to help improve the Bedrock server which is very important to me, especially since there

Interested in Translations?

Applications for the team are always open! More information on the team and its application process can be found [here](#).

aren't many ways community members can improve the Bedrock server in a practical and meaningful way."

The Translations Team does a lot for the network, but what specifically do the Scouts do? For Lila and Cheezeburgerfan, it means a few different things:

Lila: "We are assigned a specific area of the Bedrock platform and, playing with a foreign language on, double-check that it is completely translated. If not, the missing string are recorded, forwarded, and resolved in the near future. Basically, we communicate the lack of presence of translations on the Bedrock platform of Mineplex. If a scout is multilingual, they have the opportunity to search for incorrectly translated strings; however, at the moment, that isn't applicable to any scouts. The scout position is essentially a Quality Assurance of the Translations Team. It is our job to reassure the team

that their translations are live in-game and to discover new strings that require translation.”

Cheezeburgerfan: “Scouts play on the Bedrock server and check for missing or incorrect translations. Sometimes there are bugs when the translations strings are implemented on the server and certain words or phrases don’t get translated, or sometimes the translators make a mistake in a translation, so it’s our job to find these errors and report them so they can be fixed. Each scout is assigned to investigate a certain game or part of the server and search for any missing or incorrect translations. Once we have completed our task, any errors we found are forwarded to a developer who fixes them.”

While the team is still in the early phases, they definitely have big plans for the future. Not only are they aiming to finish up on the Bedrock side of things, they are also soon to be venturing out onto the forums as well according to Lila and Cheezeburgerfan:

Lila: “Forum strings will be released soon (make sure to thank the translators and proofreaders), which opens up a lot of opportunities for translation. From then on, the

Translations Team roles will be assigned work not only directed to the Bedrock platform, but also to the forums! It currently is not possible to translate Java Mineplex; however, the forums are a brand-new opportunity that partially reaches out to Java non-native English speakers. I’m unsure of what the future holds in terms of adding new languages, but hopefully the Korean and Turkish Translator team expands (if you speak either of the two languages, please apply!). ”

Cheezeburgerfan: “I think the team will continue to flourish. It has a strong community and I don’t see any danger of it declining any time soon. The translations team will begin working on translating the forums soon. This is a big step forward for the server because it will allow non-English speakers to read the rules and other important information about the server. ”

If you are not already intrigued by the team, I decided to further ask the interviewees why people should be interested, and what they had to say to community members looking to be apart of the Scout team. Lila and Cheezeburgerfan both commend anyone who is interested in applying:

Lila: “First of all, good luck! I’m 99.99% sure that if you’re accepted, you’ll have a great experience on the team. The great experience of being on the Translations Team, for me, is largely caused by the absolutely amazing people that are apart of it. I suggest really knowing the Bedrock platform as a frequent player, as the position scout requires a good set of Bedrock knowledge. For me, I spend the majority of my in-game time on Bedrock; being a scout goes hand in hand with me playing games. Like any application, write truthfully and include the details you believe necessary. Again, good luck! :)”

Cheezeburgerfan: “I encourage anyone who actively plays on the Bedrock server and is active on the forums to apply for this position. You don’t need to know another language to join, even I don’t. The workload is manageable, and it’s a great opportunity to improve the Bedrock server in a practical and meaningful way if you can’t/don’t want to join the staff team.”

Since the previous article, the Translations Team has opened up every language and the scouting position at all times! If you are monolingual, but still interested in the Translations Team,

or you’re just looking to try something new, the Scout position may be for you. With the expansion of the forums in the future, this team has big plans ahead. You can make your way to www.mineplex.com/translations and apply if you are interested!

Please give a huge thank you to Lila and Cheezeburgerfan for taking the time out of their day to give their thoughts on the new position!

What's Kept You Around?

By BaconAnEggs

Having celebrated its sixth birthday, Mineplex is one of the oldest Minecraft servers in the world. Over the years, Mineplex has attracted thousands of players. The Newsletter Team has decided to reach out to two of them to ask a few questions and see what has kept them around Mineplex for so long. Without further ado, let's see what has kept people coming back to Mineplex!

When did you first join Mineplex?

ClassN: "I believe I joined around early 2014 or perhaps earlier."

Rqil: "I first joined Mineplex back in August of 2013, back in the old, old hub with the pet shop and tree house, back when Spu_ was still an owner, and before most of what we take for granted today!"

What has kept you on Mineplex over the years?

ClassN: "I'd definitely have to say the community has kept me here. I've met a lot of great people who I enjoy

talking to, not all still playing, but each one important. A lot of people are in that same boat: not playing much on the server anymore but staying for the unique community experience. So yeah, that would be the main thing.

"I've always wanted Mineplex to improve as a server because it's one I enjoy [...] part of what has kept me here is doing my little part to maybe see that improvement come to life."

Another thing that's kept me here is I've always felt there has been room for improvement on Mineplex. There have been a lot of instances where I felt the need to point a criticism/problem out because if I didn't, then things perhaps couldn't improve- stuff like game design, decision-making, rules, staff duties... basically the whole nine yards haha. I've always wanted Mineplex to improve as a server because it's one I enjoy, so while I did and do see

issues, part of what has kept me here is doing my little part to maybe see that improvement come to life.”

Rqil: “I’ve had different specific motivations for continuing to play on Mineplex, such as my original friend group, my old BCL team (Velocity gang), grinding Skywars wins, the Level 100 Discord community, the Map Testing/GI squads, and the hundreds of people who have had an influence on my time here have all sort of come together to make Mineplex feel like a second home to me. I got Level 100 nearly three years ago just by simply playing games with either myself or with a group because it was extremely fun, so the wins/experience I got in them just sort of naturally happened.”

What’s your favorite memory on Mineplex?

ClassN: “I don’t know if I could pinpoint one exact moment that I would say is the “best”, but collectively, I loved the Enjin forum days. Everything was so alive (sometimes for the worse), and if ever you could see how strong and strong-willed of a community Mineplex had, it was then. The five-year anniversary, launch of the new website, first time being accepted onto Ideas Team with Catherine still acting as CoM

manager, and reaching 1,000 posts on Enjin are all fond memories as well.”

Rqil: “My favorite memory is hard to pinpoint since there’s so many awesome things that have happened, but I’d say my two favorite memories that I can put above any other, but that I can’t choose between, have to be getting Level 100 due to the doors it opened for me, as well as the Map Testing Team and everyone on it (mineplex.com/buildtester)!”

What do you hope to see for the future on Mineplex?

ClassN: “Even though I wouldn’t consider it likely at this point, I would like to see Mineplex reach the prominence it once had with regular game updates, bug fixes, and general server improvements, as well as changes to the social atmosphere of the forums. Overall, the bottleneck we’re facing right now is hurting the server and the community, so seeing that fade away some time in the future, however unlikely, is my biggest hope.”

Rqil: “There are a lot of things I hope to see in the future, but the primary things have to be balancing/bug fixes. New games are shiny and cool for a while, but just like the other games on

the network, the initial hype inevitably dies down and the attention is put in another direction, and that game and the others get issues over time that I wish were looked into. I'd say the biggest problem on the server right now in general are the closet cheaters, so anything added in the future to help counteract them would benefit the server more than anything else, in my opinion."

Over the years, both Mineplex and its community have grown and thrived in many different ways. It has brought so many amazing memories to a vast amount of people in the six years it has been around, and we thank Rqil and ClassN for telling us their stories!

Contributing to Mineplex

By 510bike

Mineplex offers a variety of ways for community members to contribute to the network, which includes the forums, the Mineplex Discord, and various community subteams such as Game Insights (GI) and Events Assistance (EA). There are multiple other ways for community members to contribute in-game as well, including helping others in Lobby-1 and in the Staff Request community. Involvement from the community plays an enormous role in Mineplex as a crucial factor in leading the server in the right direction.

For this article, we interviewed two community members who provide notable contributions to the community on a regular basis to learn more about what they do. They are actively involved in all parts of the network and create a positive impact on the community through their contributions.

Getting Involved

Some of the best ways to contribute to Mineplex are through discussion on the forums, the Mineplex Discord, and by helping others in-game. Saltyfishhy has been playing Mineplex for several years. Each day, he actively contributes to a variety of discussions on the forums. He helps others out in-game whenever he can, and promotes a positive environment in the community. In the interview below, he gives us insight on how community members can contribute to the network.

How do you believe players are able to assist other community members in-game?

SaltyFishhy: “Mineplex has an amazing community. Many community members spend a lot of time trying to help out with as much as they can. There are many methods for doing this in-game: You can join the Staff Request community and answer questions that staff members may not get to, you can answer any questions you see in the chat, and most importantly, you can try to be a positive role model everywhere you go.”

What do you believe are the best ways for players to contribute to the forums and the Discord?

SaltyFishhy: “On the forums, you can assist people in many different ways. To list a few, you can provide positive feedback to people that have spent effort on ideas, answer all direct messages you receive on the forums, and most importantly, be there to answer any questions you see on your wall, the help section, or any other place.

People have a lot of questions on discord, and I receive messages from a lot of people who need help. The discord server is an amazing platform, and it's a great place to try your hardest to help others out. On the discord, you can answer questions, help people with problems they're having, help people's mood by befriending them and talking to them, and be a positive person to help inspire amazing community members.”

What type of discussion do you believe is most important in benefiting the community?

SaltyFishhy: “I believe idea discussion is most beneficial to the community. People try their hardest every single day to create thorough responses to

ideas so that we can analyze them from all angles. Ideas are what drive this server to success, and by participating in the conversation and providing your own input, you are helping to change the entire server for the better.”

Community Teams

Staff members aren't the only people that can join teams. There are many different community subteams members have the opportunity to apply for. These subteams focus on specific aspects of the community to create a better environment for everyone. Community subteams facilitate community involvement and give members a chance to help create a positive impact on the server. Let's take a look at some of the subteams community members are able to join.

Community Management is responsible for running a few community subteams. The Ideas Team (IT) is responsible for processing new ideas on the forums. They forward processed ideas to the Leadership Team (LT) and creative active discussion in the ideas section of the forums. In addition to this, applications are always open. Community Management is also responsible for running the Newsletter (NL) team. Here on the NL team,

we are responsible for writing and editing articles for each addition of the monthly newsletter. Our designers work carefully to create a visually appealing newsletter each month.

The Translations Team (TT) is another subteam open to community members. TT is responsible for translating content into a variety of different languages in order to create easier accessibility for players around the world. TT translates Bedrock content into 21 different languages, so a large amount of people are needed on the team. Anyone is able to apply, even if you only know English. The TT is always looking for Scouts, people who are responsible for ensuring that translations follow the format of the Bedrock server. In this edition of the Mineplex newsletter, we've provided an article focusing on the Scout role in the TT.

In the interview below, we'll explore two more teams that community members are able to join. Veans is currently a member of Quality Assurance Testing (QAT) and GI, and he has been playing Mineplex for almost six years. He actively contributes in the Mineplex Discord and the server on a regular basis in a variety of ways.

Why did you choose to join QAT and GI?

Veans: "When playing games, I frequently think about what would make them feel more fun or balanced, and this would prompt me to think of ideas for them. Clans in particular is a gamemode that I saw potential in improving with various changes, both large and small. When I joined the Clans Community Discord in early February 2018 to share my ideas, I discovered GI and sought to join the team when I learned it was exactly what I was interested in: creating ideas and balance suggestions for the game. I didn't hear much about QAT until several months later. After learning it actually overlapped with GI in terms of improving the quality of games, I also sought to join it due to a combination of wanting to continue the type of work I did on GI and the appeal of testing things and helping in another area of the network. Ultimately, Mineplex's games make up a part of the server's core, and the core of those games are their features and mechanics. Trying to ensure those aspects are balanced and working makes these sub teams most appealing to me."

What type of work do you do on QAT and GI?

Veans: “Quality Assurance Testing is primarily tasked with testing updates on both the Java and Bedrock server, which range from games, new server features, hot-fixes, etc, in order to ensure they’re working properly. We’re also responsible for giving feedback on the general quality of the thing that’s being tested. QAT also has the task of finding and logging various bugs on the network so they can be fixed. Being able to effectively communicate new bugs and testings with developers and Quality Assurance (QA) is absolutely necessary in order to carry out the job of the sub-team.

Game Insights deals exclusively with the balancing and improvement of Mineplex’s permanent games on the network. The team does this by creating discussions on discord and on the forums, making polls, and creating google documents to log their plans. The presented document proposals are normally what game updates are structured around, and thus GI is expected to have them out and already consulted with the community when that time comes. GI also has the responsibility of attending select testings for game updates with QA/T,

and also occasionally helps Map Testing Team (MTT) with balancing some maps. The discord that the team operates in, Mineplex Community Insights (MCI), or former GI discord, is also a discord where some other sub-teams are present and have roles in, namely Ideas Team, but also Map Testing Team, Map Issues, QA/T, and even Marketing to an extent. With the amount of sub-teams active and intertwined with GI’s expertise, GI is expected to communicate with these various teams so each team can sufficiently fulfill their functions.”

Advice

Veans and Saltyfishhy gave us a lot of information on how to become involved in the community. There are many different ways for community members to actively contribute to Mineplex on a daily basis. In the question below, Saltyfishhy will give his advice for anyone looking to contribute more to the community.

What advice would you give to a community member looking for more ways to help others out?

Saltyfishhy: “I’ve met so many great people and had many great opportunities. If you are looking to be helpful, one of the most important

pieces of advice I can give you is to not force it and just be yourself. If you strive to be helpful, it will just start to show in all the platforms you're active on. Try your best to find the positives in every situation, and be professional everywhere you go. Once you're actively trying to contribute to the community, the rest just falls into place, and before you know it you're like me: spending 5 hours a day in-game, and even more on the forums."

We were able to learn about the variety of ways community members can become involved in Mineplex. Community members have the opportunity to help others out on the forums, server, and discord through active discussion and ideas. There are also a variety of subteams community members are able to join.

These two interviewees gave us insight on how to contribute to the server regularly. They also gave us their advice on how to become involved in all areas of the network, ranging from the forums to in-game. In the future, we hope to see more community involvement in order to lead Mineplex down the right path.

Game Guide: Cake Wars

By ssnip

In this installment of the Game Guide series, we sat down with avid Cake Wars player and Game Insights member Marhzy to discuss his experience with the game and the various strategies he uses to win more games. For those who have never played before, Cake Wars is a game in which teams of players must protect a cake on their island from other teams. Once a team's cake is eaten, players on that team will no longer respawn.

To go along with this article, Game Insights has produced an in-depth guide to the game, covering all of the kits, shop items, defense tactics, achievements, and other aspects of the game. If you're interested in learning more about Cake Wars, check it out [here](#). Without further ado, here's what Marhzy had to say.

How often do you play Cake Wars?

Marhzy: "Nowadays I play at least a couple of games everyday but I used to play a lot more 'back in the day'."

What is your favorite kit to play?

Marhzy: "My favorite kit is the Warrior kit because it's a powerful kit for taking out a whole team or if you just want to hold mid or a side beacon for a while."

What strategies do you use to defend your cake?

Marhzy: "It all depends on who you are playing against but I usually just go with endstone and both traps. I only rush obsidian if I know there's a team that tend to rush or target."

What strategies do you use to attack other teams?

Marhzy: "One word: Polly! Most maps have a roof or something similar to drop/punch Polly from. The great thing about Polly is that she deals both damage to players and breaks open a teams cake defense."

Any other tips?

Marhzy: "Never use wool on your cake!"



Clans Cleared:

What's Next? By Jxcb

On November 2nd, the first map reset of Clans Season 6 occurred. Though it is not a new season, the Clans Management (CM) team has been hard at work making sure that the transition has gone smoothly. Months of hard work, relationships made, blocks broken, and clans created have been left behind and restarted. In order to celebrate, the CM team decided to host a reset event where players were given sets of armor and legendaries to play with. Shortly after the Clans server

came back online, players were met with queues of over an hour in order to join the Clans-2 server.

In the future, this means that the clans server will be reset more frequently, not just when a new season comes out. The CM team decided that this would be the best solution during the wait for Season 7, as it allows clans players to have a fresh start and get on the grind again. This also means that a new season will mean new features

to the gamemode, but will occur less frequently to future map resets.

Similar to the map reset event, CM has started collaborating with the Events Squad to organise more events in the future. GrandpaNguyens, the admin of CM, stated, “we are making the maps a bit more personalized to the community by allowing them to go through an Event Arena build off where they can win prizes for the upcoming resets.” Events for all of Mineplex are an important part of the community, and clans is no different.

“No longer will we just simply moderate Clans. We’re going to talk with them and show that we’re not just robots.”

GrandpaNguyens further stated, “the CM team and I are hoping to keep the community engaged. No longer will we just simply moderate Clans. We’re going to talk with them and show that we’re not just robots.” To further improve the interaction between the community members of Clans and the CM team, the team created a Discord server to provide a direct channel of communication. In order to join it, click [here](#)! From talking to members of the team to hearing the latest information

about upcoming Clans events, it can all be found in that Discord. If you have any ideas on events for Clans in the future, send a CM member a message on the forums.

To be able to get a grasp on what the reset means to different members who play Clans, we have decided to ask a few questions to Xion and VEANS_, who are both members of Game Insights for Clans.

What was your favorite moment during the first map of Clans Season 6?

Xion: “My favorite moment of map one had to have been doing a Charles Witherton Raid with my old clan, Legacies, after a while. We ended up getting very rich in that clan, and grinding raids again after so long was a very fun way to catch up on the good times.”

VEANS_: “I’d say the end of the world (EOTW) for the first map was my favorite moment, basically the last occasion before reset where a bunch of players and staff come together and do things like legendary weapon pvp and special Clans mini-games. This reset was the first one where I played the mini-games and also had a rather

long period of legendary pvp. I found the constant fighting between dozens of players with legendary weapons really fun, people didn't lose items upon death so you weren't hesitant of fighting and was able to do it for a while."

What does this reset mean to you?

Xion: "This Map Reset reminded me of the mid-season patch that mepman released for S6. I recall a community member saying, "A sporkful of pasta at a time, and soon we'll eat the whole bowl," might have been "the Mage," and that's what I think of when I see these patches and changes. Small steps leading up to big changes is better when compared to pretty much nothing then randomly one reset when the game is at its lowest. This new map reset idea makes the game less stale and forgotten. +1 in my book."

VEANS_: "Even though I wish we could have more content/balance updates, I'm glad that we're able to have at least a map reset to separate long seasons and give players an opportunity to sort of start fresh. I know this type of stuff has been asked for quite a bit so it's nice to see map resets happen, it does show CM is making efforts to fulfill community requests."

What are some ideas that you think you would like to see for Clans?

Xion: "There are many ideas I have in mind for clans. Some of them are controversial, some are not. I personally believe Veans' idea of returning the map size to Alpha is one of the best things that can happen to clans right now, for combat and transportation benefits especially. I'll let you read Veans document on the topic if you want a more detailed explanation on why and what."

VEANS_: "Way too many, ideally about 15 documents worth but since that's too unrealistic and too many to mention, I'll say a smaller clans map (reducing the size to Alpha) is the idea I want to see the most happen to clans. I see it having numerous benefits on the map especially in regards to travel and activity on the map. I made a whole google document around it and garnered a lot community approval to gain attention from CM, so fingers crossed for that I suppose."

What is your favorite thing about clans and what keeps you motivated to keep going?

Xion: "My favorite thing about clans has to be the friends you make, and the bonds you create. Evidently, it's been

really hard for me to leave the game because of this. I love the community and I love everyone in the various clans I've been in. While I do enjoy the uniqueness of the game itself, like any other game I've played, I wouldn't spend as much time on it without friends."

VEANS_: "It's hard for me to pinpoint an absolute favorite aspect, but I know one of my favorite things about clans is pvping with clan-mates/allies against enemy clans, or rather just pvping in a fast paced environment in general with the Champions skills. The combat system and community, in addition to other custom features like events and legendaries, make clans a unique playing experience you won't find on any other factions server. It can get quite stale sometimes but there's some great community members in-game and on discord who keep me drawn into Clans and MP in general."

Please give a huge thank you to Xion, VEANS_, and GrandpaNguyens for taking some time out of their day to speak with us. We hope you enjoy this new map on Clans and make some memories, new friends, and have a blast. Get into Clans and start with a simple /c; it is time to grind!

November Staff Stats

By Jxcb

This past month, we wanted to give a tremendous thank you to all of the staff members who have resigned for everything that they have done for the network. Additionally, we also wanted to congratulate all of the staff members who have received a promotion or reached an important milestone.

Resignations

November 1st: Eat, MintletsGo,
xUmbreon (Staff Management)
November 4th: Hqmza (Social Media)
November 11th: MiladKhan
November 18th: Hestong
November 19th: hazeae24 (Community Management)
November 21st: AshleighLynne,
florence
November 25th: Kyuine
November 30th: BlueBeetleHD (Head of Staff)

Builder

November 22nd: Cerdax, xLeopard
November 28th: Cousinss

November 30th: MASTS

Java Trainee

November 9th: Animalll, Dallarth, rqil,
SkittlesTM
November 30th: Exclipse, THELichCA

Bedrock Trainee

November 30th: DaPBillk

Java Mod

November 2nd: TooMuchXMas4You
November 9th: AyyNick, Busjack5,
Evence, Gooflt, Kyuine

Bedrock Mod

November 2nd: Tomahawkman42
November 30th: DeadOnMidnight

Senior Mod

November 1st: Sven (Staff Management)

1st Year Milestones

November 3rd: firefox54

3rd Year Milestones

November 4th: EmmaLie

5th Year Milestones

November 22nd: Crumplex & Toki

Staff members also processed 10,518 /reports for the month of November!

Caption the Image

By Nolawn

Ho ho ho! With American Thanksgiving coming to a close, the most wonderful time of the year approaches once again as we jump in right into the euphoric month of December! Gifts are being wrapped, trees are decorated, and the Christmas spirit is flowing through the air. Aside from the holiday festivities, we also draw closer to the end of 2019, which was full of wonderful memories that will last us forever.

If you are looking for an opportunity to celebrate the holiday season, consider participating in our Caption the Image contest! Take a moment to examine the scene below and imagine a jolly, exhilarating, or amusing title alongside it. After consideration, submit your most creative caption at the link below for a chance to be featured in our next issue along with some special prizes from the Newsletter Team. Happy Holidays!

This will be your festive image for this month!



Whenever you're ready, submit your wonderful caption [here](#)!

Here are some of the best captions that were submitted by two participants and were handpicked from our previous article of Caption the Image, along with the picture from the last contest provided below.



Li1a: "Can't wait to eat the turkey this year on Thanksgiving! *sees "turkey"* oh my god."

Makiz: "Winner winner creeper for dinner!"

Meet the Team



ssnip: Hello! I'm ssnip, and I am a Community Manager here at Mineplex, and I lead the Newsletter Program. I also work with the members of the Ideas Team and host weekly events.



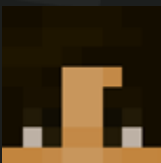
Tortelett: hi I didn't make the pdfevents.



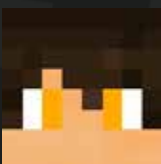
IntoRainbows: hi I like art :)



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! :)



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.



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!

Meet the Team



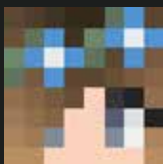
AGLThree: Hola! I'm AGLThree and I am a writer and editor for the Newsletter! I'm currently a Sr. Mod on Recruitment and am on two subteams, including Newsletter. Outside of Mineplex, I enjoy chilling with my dog and my family, as well as watching Netflix, reading, writing, and going on walks or runs.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



Arjun: Yo! I'm Arjun and I'm a Sr. Mod here on Mineplex under Recruitment. 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 Mod! 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!

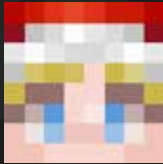


Sophie_OGrady: I'm an editor for the newsletter and an ex-staff member. You can find me around the forums and chatting on the discord!



BaconAnEggs: Hey, what's up! I'm BaconAnEggs an editor and writer for the Newsletter Program! When on Mineplex, you can find me playing Skywars or Mixed Arcade! Outside of Mineplex I love Mario Kart and Harry Potter! #TeamHufflepuff!

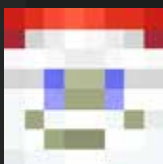
Meet the Team



jxcb: Hello hello! I'm jxcb, and I am currently a Forum Ninja on Mineplex. I help write and edit articles for the newsletter each month. I enjoy playing games like Cake Wars and Skywars, so you'll most likely see me playing those two when I'm online. If I'm ever on, say hi and let's strike up a chat.



Marzie: It's a me, Marzie! I am an Ex-FN and a current Event Squad member that runs Staff Events and does Website QA things for most of my time. On the side I also do Forum Mod, Reports Patrol Assistance, Ideas Team, and I also Co-Lead CMP + Mentor there. Adding to this semi-giant list, I am now a Writer & Editor for NL! Learn my entire history with Mineplex and more about me on my profile in the information tab.



TooMuchXMas4You: Hiya! I am a writer for this thing called the Mineplex Newsletter, along with my Moderator position on Mineplex and the other sub teams I work with! My favorite games on the network are Cake Wars and Sky Wars. If you see me around in-game, don't be afraid to say hello!



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



510bike: Hi! My name is 510bike, and I'm currently a writer and editor for the Newsletter! I'm also currently a Mineplex Moderator, as well as an ex FM and RP member. Outside of Mineplex, I'm into martial arts, photography, and mock trial! Feel free to say hello if you ever see me around!



Dutty: Helloo, I'm Dutty and I'm the Build Team Admin on Mineplex. If I'm not on the server, I'm probably either at a concert or building somewhere. I pretty much do a bit of everything on Mineplex. On Saturdays, catch me hosting testing for the world's best team, scientifically proven.