



MINEPLEX NEWSLETTER

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CREATED BY THE NEWSLETTER AND MEDIA STAFF

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HALLOWEEN UPDATE 2018

BY: ENUNCIATED

Halloween is back this year, and so is the time for many holiday updates. In celebration of Halloween, an update was recently released onto the Mineplex network which included a newly updated hub and scavenger hunt, a revamped Halloween game, and more!

Halloween Lobby

Both of the lobbies turns to night as the bats come down to create a dark and eerie scene. Nighttime casts a shadow upon your entry to the lobbies. 60 pumpkins hide in terrifying spots waiting to be found. The main tree looms in the distance, its branches bare. Ender dragons and ghosts hover in the lobby, waiting to strike. Search for pumpkins as you walk around the lobby - you might find something new!

Halloween Havoc

A new Halloween game was brought back for the season. The Pumpkin King has returned, but this time in a new fashion! You can find him with his minions, such as Gendo The Angel and the Molten Snake, as you trek through the castle to defeat him. You may also come across forest zombies and the light puzzle in some spooky games. Queue up with your squad and win some exciting prizes!

Halloween Cosmetics

You can find 10 new cosmetics from our new chests - Creepy Cauldrons! These cosmetics and items range from Halloween titles to a black cat pet. The old chests were also brought back into one legendary chest. On Java, they may be purchased for 30,000 shards or bought directly from the shop. Additionally, you may also buy Trick or Treat bags on the Bedrock platform in the Marketplace. From a fantastic taunt to a variety of morphs, there are many things you can look forward to!



Did you enjoy this update? Disliked it? Want things changed? Let us know in the forum thread provided with the Newsletter.

WEBGLITCH INTERVIEW!

BY: EMILIEE

Along with the implementation of our new website, more is to be expected in the future! To get a sneak peek on what to expect, I interviewed one of the leading contributors to our amazing new website: **WebGlitch!**

What can we expect from the website in the future? Any exciting updates for us to look forward to?

With this website we have a lot of flexibility. So changes and features are much easier to implement and update for the community. After BETA we will most likely continuously develop the website and see what the community wants added, which we couldn't really do in the old website.

What is your specific job as a web developer?

I do a bit of everything actually. I am the back-end developer, so anything that happens behind the scenes will be me. I also do front-end stuff, like designing and fixing any bugs with the design.

What was it like developing a whole new website?

It's been really exciting! It was a lot of hard work by many people to bring this to life, and seeing the reaction and feedback from the community after finally revealing website was really rewarding. Couldn't be more proud!

A huge thanks to WebGlitch for taking time out of his busy schedule to be interviewed! We hope that this article provides more insight into the making of Mineplex's new website.

COMMUNITY MANAGEMENT OVERVIEW!

BY: ENUNCIATED

Mineplex's Community Management team is made up of several members who work toward improving community relations. The team manages three different sub-teams as well, which include Ideas, Feedback, and Game Insights. Recently, we've had a talk with the lead of the team, EmmaLie, along with two other Community Managers, ssnip and xVanessa.

How long have you been on CoM?

EmmaLie: I've been on CoM since May 2017 so it has been almost a year and a half!

ssnip: October 29th will mark my 6 month anniversary of being accepted onto Community Management!

xVanessa: I've been on Community Management for 5 months now so I am still new to this.

What do you do on CoM?

EmmaLie: As CoM Lead, my responsibilities are a little bit different since it's my job to make sure CoM is running efficiently and that our players are being listened to. The bulk of the work we do is processing Ideas & Feedback that comes directly from our players and forwarding that information to the appropriate places. Our #1 goal is to make the Mineplex experience the best it can be for our players!

ssnip: My daily tasks range from responding to forum threads, moving cards on our Ideas Team Trello boards, discussing topics on various Discord servers, and staying up-to-date on what's happening in the community. I also assist members of the Ideas Team with whatever concerns they might have, and I work with other Ideas Managers to make sure the team is running smoothly.

xVanessa: As a member of Community Management, I mainly do work for two of the three sub-teams we run, Ideas and Feedback. Community Management does also look after Game Insights however it is separate from most of the work I personally do. For the Ideas Team, I look over the different platforms of the network, forums, discord, in-game, etc. for ideas and suggestions to discuss and forward. I also look after members of the Ideas Team, monitoring their activity or answering any questions they may have. For Feedback, I well, gather Feedback. I collect Feedback on new updates or existing features to forward to the appropriate place. Another part of my job is talking to the community and answering questions from them. Like I said earlier we're the bridge between the staff team and community and as the name suggests we manage the community.

COMMUNITY MANAGEMENT OVERVIEW!

BY: ENUNCIATED

What do you enjoy most about CoM?

EmmaLie: It's difficult to pick my favorite thing about CoM but one thing that brings me so much joy is when an idea created by one of our players makes it into an update. It's so rewarding knowing that our work has made our players happy.

I also really enjoy working with everyone at CoM. We aren't just people who work together, we're friends and having that friendship makes things so much easier when it comes to communication. Our meetings can get a little off track sometimes but I wouldn't have it another way.

ssnip: What I enjoy most about Community Management is the opportunity I have to work very closely with other community members who are really dedicated to improving the network. Every day, I get to interact with the wonderful people on the Ideas Team, Game Insights, and other Community Managers, and that's really made what I do worth it.

xVanessa: I really enjoy being able to work with so many different people. Community Management is a bridge between the staff team, players, and production so I talk to people from all different areas of the network daily. Everyone on CoM is friends with each other and everyone that works on a CoM sub-team is cool, (except Matt he's bad). Most of the community is fun to talk to as well. I like being able to hear all of their different opinions and ideas.

We thank EmmaLie, ssnip, and xVanessa for their time. Are you looking to be apart of the team? **Apply for Ideas and Game Insights at <https://www.mineplex.com/ideas-team/> and <https://www.mineplex.com/applicationform/gi-discord-app.24/form>.**

BEDROCK VS JAVA!

BY: FLAWSOME

Mineplex has two distinct staff teams that are dedicated to assisting the community, these being on the Bedrock or Java platforms, respectively. However, have you ever stopped and wondered what makes these two teams so unique from each other? Well, the Newsletter Team has got you covered!

We sat down with **FireStar891** and **CloudGamer360** for a casual conversation to get their take on all things regarding both staff teams! So sit down, get comfy, and grab your cup of tea while you read this engaging chat between Fire and Cloud.

“I was inspired to apply because my old network had started dwindling and Mineplex was my new home server. I really wanted to help out in the community and make a difference since I loved the environment here,” Fire said, speaking her mind on why she applied for the staff position almost four years ago.

“I originally wanted to become a Java staff member because of the server’s cosy appearance,” Cloud confessed, but was later charmed by Bedrock’s unique characteristics, “While it was smaller at that time compared to Java, it was a nice little community and it was portable! You could play it on a phone which made it convenient.” Fire voiced her agreement, “That’s why I started playing Minecraft PE, I could play it even when I wasn’t home which was great.”

The duo eventually landed on the topic of applying for the opposite platform if given the chance to, with Cloud starting the conversation, “Bedrock has always been a small and different team. I don’t think I could leave it at this point because we’re all so close together on the Bedrock side. Slack is always active with discussions and we’re all basically friends there. While Java does have more opportunities, Bedrock is very close together.”

Fire was quick to agree, “Oh yeah, I 100% agree with that. The Bedrock Slack org is always hopping with some discussion, there’s like 400+ messages every day...”

When asked about how different the two platforms are, they tackled many areas, ranging from the staff life to the general environment on both platforms.

“Since Bedrock is still ‘new’ comparatively, things run much differently, such as RA/MA for Bedrock. In general terms, since the Java staff team has so many close-knit groups, whereas on Bedrock everyone’s friends with everyone mostly,” Fire stated, along with Cloud chiming in saying, “At this point, there’s only 2 mentor/recruiter assistants and one mentor on the Bedrock side. It’s nice to be an MA/RA because I get to help select possible new Bedrock staff. I don’t believe there are as many applications as Java because of the difference in audience. Some people just aren’t interested in helping out the staff team because they haven’t played long enough to realise they can even apply or they’ve just decided they would rather keep playing as a normal player.”

BEDROCK VS JAVA!

BY: FLAWSOME

“The communities are vastly different, and I can tell you about that just through Trainee apps even. The main thing is that the Bedrock community is much younger, so their priorities and what they do/how they interact with others is a lot different from older Java players who have been there for years and years. Like Cloud said above, on Bedrock you’ll see RPin or silence in lobbies, but on Java you’ll see lots of discussions about everything everywhere. I wouldn’t say those extend to the staff teams specifically as much, but it does show a huge gap between them,” Fire said, on the topic of the contrast in communities. Cloud added in, “Bedrock as a platform has always reached younger people because it’s on phones and consoles! This also changes how the community interacts ‘cause it’s a whole different age group of people. That’s not a bad thing either. Neither is a community being older. They just have a different dynamic while talking.”

“The biggest game-related thing is that Skyfall completely flopped on java since it’s a 1.9+ game, and most Java players still use 1.8. But, it’s one of the most popular games in Bedrock,” answered Fire when asked about what she thought was the most significant difference in terms of games on both platforms. “[And] since everyone needs to be on the same version to even play on the server.”

“The fact that most game updates are forced, we always have to support the latest version and make compatibility a piece of cake so we can also use new features for games such as Skyfall as you mentioned,” Cloud mused.

With their little chatting session coming to a near close, Fire and Cloud left these sweet messages to leave everyone with;

“I highly encourage anyone who plays on Java to play on Bedrock. It’s like a whole different environment and you could grow to like it a lot! Don’t RP in lobbies,” a friendly reminder from Fire, along with, “Sign up for Bedrock open interviews whenever we have them next.” She smoothly plugged in.

“For Bedrock people, you should all try Java! They brought back Minekart in Nano Games, my current favourite game mode!” Cloud said enthusiastically, but also not forgetting to say, “Oh, most importantly, Bedrock bestrock.”

We thank Fire and Cloud for all the insight they’ve provided us with in this little chat. We hope this helped you learn a thing or two about the platforms on Mineplex! Give them both a shot — we’re sure you won’t regret it!

KARAOKE HOSTING OVERVIEW!

BY: AVROVULCAN

When it comes to bringing together the community on Mineplex, Events never seem to fail when accomplishing this goal! Hosted by the Events Squad team, Mineplex events occur throughout the week. Whilst these events vary and can be different each week, one event that this month's newsletter will cover is Karaoke!

Karaoke lets the community showcase their singing and musical talent, whilst also giving them the option to run their own comedy routines to further entertain listeners. It's ran by a dedicated team of hosts led by Islendingurinn who love to listen to the voices of Mineplex and have a laugh with the attendees. We've taken the time to interview some karaoke hosts to find out specifically what they love about the job and what they hope to see in the future of Mineplex Karaoke!

What do you enjoy most about karaoke?

Islendingurinn: It's always been the loose atmosphere that's around the event. Both as a staff member and community member I had always been fond of the approach people had for Karaoke; it was always bound to go off-topic, derail or become something completely unrelated to the purpose of the event, but to me that's what made it special. If we think back to the Karaoke I was introduced to in 2016, it was basically a bunch of staff members doing random stuff and announcing singers in between, which has always been an important thing for community members to see, that staff are just as weird but just with some added responsibilities.

Oscaros: The thing I enjoy the most about Karaoke is community interaction. I feel like I'm doing big things for Mineplex when I host the event server & the event itself, and that's what I love. Many more things I enjoyed have been speaking to event attendees, being an event host in EVENT-1, adding people to the song queue, and giving some of my poor jokes. It's all great fun!

Where do you see karaoke in the future?

Islendingurinn: There's been a bunch of curve balls as of late, both between the sudden change to Discord and the loss of Karaoke-heavy staff members (love you guys), so the past weeks have been a lot about just situating the event to the new standards it has. For the future I'd really love to embrace our old roots of just having fun with it. I feel like we've become a lot about just the Karaoke aspect, but it's as much about Karaoke as it is about everything else. The attendees have one thing in common and that's wanting to enjoy themselves.

Oscaros: Exactly where it stands; I think that the event is great at the moment and it's just going to keep going. With the decline of multiplayer servers we'll obviously lose some player base, but karaoke will keep being one of the most enjoyed events of Mineplex until Mineplex goes itself! I do see some great ideas or creative features we can implement to see the event being even more enjoyable though.

KARAOKE HOSTING OVERVIEW!

BY: AVROVULCAN

What is your most memorable karaoke moment?

Islendingurinn: Oh man, that's tough. I'd have to say the moments where "celebrities" came onto the event to sing, one moment in particular was back in 2016 where Alex and William, the devs, came on to sing "Fireworks" by Katy Perry. It's amazing how something like this gets all of us really excited and how we bunch up, while the chat went insane. I still have the recording of it and it's always fun to watch.

Oscaros: I was a Training Host, and there was this user who was singing. I didn't pay attention to the song after about 20 seconds since I was focusing on the forums or whatever task I was doing at that time. When everything went silent and they stopped singing I assumed the song was over and they were ready to finish. I un-muted and said "Thank you for singing!" and then I got yelled at by the karaoke hosts and the singer: "IT'S INSTRUMENTAL" "INTERUPTING A PERFORMANCE". Yea.. I'm not proud of that moment.

What initially interested you about karaoke, and why did you join?

Islendingurinn: It's been such a long time but I think the combination of the platform for staff to just sit down and have fun with the community and the excitement around all of the singers were my strong motivators. I was a two-month old staff member who was sitting around waiting for Recruitment to open up, and I thought Karaoke would be a really fun way to spend my weekends, and that turned out to be true.

Oscaros: I think the chance to be a person who can influence the event, as well as saying "I really want to do that" as I heard the older TS Karokes being hosted really made me want to join. When the applications opened I applied not really being into it, and I was denied. Then I wrote a proper application after a month or two of being a Mod and bam, I got KH! I think the fact that I had the chance to work out the event's plans and also me being curious as to how this all worked got me really interested, as well as the community's benefit which has been my goal since I entered the interview channel on TeamSpeak for Trainee!

GUESS THE LOCATION!

BY: SNOWYKITTY

It's been quite an eventful month, but there's still so much more to come! Instead of getting overwhelmed by everything, why not take a break and play everyone's favorite game: Guess the Location!

New to the game? No worries! It is so easy to understand! First, we will present you with an image from our Java hub. Your job is to tell us where it's located with the highest description you can provide. After we've collected all the guesses, we'll pick three random people to be our winners from our correct guesses. Why play, you may ask? Well, it's simple! Each winner receives two Mythical Treasures. Why complain if there's a prize on the line?

Are you ready to get guessing? If so, here's your image for this month!



Know the location or simply just want to take a wild guess? Submit any of the above over at this link: <https://goo.gl/forms/AUmvitiKlsNKIIQp1>

Congratulations to last month's winners! You will each receive your prizes soon.

Bowsettee
Cheezeburgerfan
Nicodami

CAPTION THE IMAGE!

BY: FLAWSOME

It's that time of the year again where pumpkin spice lattes are back in trend and trees are gradually becoming bare as we welcome the gifts of autumn and slowly approach the chilling winter season.

However, it seems like our lovely friend Tim the Turtle has other plans in mind as he soaks up the scorching sun's warmth at the... beach? Guess someone's not a fan of the cool weather. Nonetheless, he's excited to show off his modelling skills to his fellow turtles on Instagram, but is also a bit puzzled on what to caption this image and needs your assistance!

Two of Tim's favourite captions will be featured in next month's Newsletter and you may even receive a special thanks from our favourite turtle.



Want to help Tim out? Submit your caption here:

<https://docs.google.com/forms/d/1o581lc5dr4Cs0u3tBeBcJtfidrGBltkqY5oyNMWY31o/edit>

Lastly, we extend our congratulations to the creative minds who've made us chuckle with their unique captions for the month of October:



"Hay you! I'm a pun-king." - Kaneki_re

"Call all the moths, there are new spooky lamps in town." - Eqrthsplitter

PROMOTIONS/RESIGNATIONS

BY: HUSKIEALS

This month, we want to give a shout out to promoted and returning staff members as well as our thanks to those who have decided to resign.

Promotions:

Bedrock Trainee

October 13 - Loyald123, RoeiHardCool,
SoulHardy, WinteryOsprey38

Java Mod

October 13 - zoly
October 20 - AvroVulcan
October 27 - CaptainPigmans, Lionatthezoo

Resignations:

October 1 - snevahmadaa (Forum Ninja)
October 2 - Hylore (Community Management)
October 6 - spong
October 12 - Awquard (Quality Assurance)
October 14 - iNeedFire
October 15 - Soccar (Clans Management)
October 17 - Luigiiz3 (Quality Assurance)
October 18 - PinkPossum03
October 28 - ItzJuzt4Fun (Social Media)

NEWSLETTER STAFF BIOS



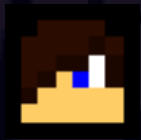
Tortelett: Hi I made the pdf this month. I never got why everyone is saying what their names are when it's going to be in orange to the left anyways.



SnowyKitty: Hey there! I'm SnowyKitty and most call me Snowy. I am a Java and Bedrock Sr. Moderator here on Mineplex and the manager of the Newsletter Program. I love to read and write fiction stories, from realistic to sci-fi! My favorite game is Draw My Thing, though I'll really play anything even though I'm not the best at PvP. If you see me somewhere, don't be afraid to shoot me a hello!



ssnip: Hey, I'm ssnip, and I'm a Community Manager here on Mineplex. I manage the Ideas Project, work as a member of the Feedback Team, host weekly events, and I'm a writer and editor for the newsletter!



TheGrandmaster: Hey! I'm the one and only grandmaster. I'm an Ex-Moderator, who was part of the staff team for over 15 months. I love to read and write, when I have the time, and (despite no longer being a moderator) I'm still happy to help anyone who needs it!



Emiliee: Hey, my name is Emilie! I'm a Mineplex Titan and a writer for the Newsletter. I'm also a previous Social Media Sr.Mod. Outside of Mineplex, I am a psychology major on a pre-med track. Hope you enjoy this issue!



Geographies: Hellllloooo there! I'm Geographies, but many people call me Geo or Isaac. I'm currently an ex-staff member that worked on many sub-teams, ranging from QAT to FM. I'm both a writer and an editor here at the Newsletter, and absolutely love it! Always feel free to say hello to me if we cross paths!



HuskieALS: Hey! I'm Huskie and am a Sr.Mod on Staff Management! I'm also also the MA and StM Documents Manager. In my free time I love watching ASMR and binge watching Netflix series. I'm usually hanging somewhere around the network, so feel free to poke me!



AvroVulcan: Hey! My name is AvroVulcan and I am currently a Mineplex Trainee, as well as a writer for the Newsletter! I've always enjoyed writing, and am lucky enough to be able to do it for something else I enjoy; Mineplex! Outside of Mineplex, I mainly just focus on school, as well as playing the guitar and other instruments!

NEWSLETTER STAFF BIOS



Enunciated: Hey! I'm Enunciated, a writer for the Newsletter. I'm currently a moderator who is on a variety of teams such as Newsletter. Outside of Mineplex, I enjoy biking, hanging out with friends, and swimming. I'm always up for meeting new people and love playing games in my free time, and can usually be found in Nano Games, so don't be afraid to say hello!



flawsome: Hi sisters, flawsome here, and welcome back to the Newsletter! I'm a proud writer for the Newsletter Program, and you may have even seen me around the forums doing Ideas work here and there. I absolutely love chatting about practically anything, so don't be afraid approach me if you ever see me around! Until the next one — bye, sisters!



Spoiler: Hi! I'm Spoiler, a writer and editor for Mineplex's newsletter program. Throughout my life, I've had a passion for linguistics & language learning, and in my free time I enjoy researching about it while browsing the internet. As a senior in high school, I'm also applying to colleges.

