

MINIPEPLEX

NEWSLETTER



Issue 61
October 2020

UHC Remastered, Bedrock Update,
Forum Changes, 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

Happy October! In last month's edition, we experimented with our cover design by using new artwork as the Newsletter's cover page and received overwhelmingly positive feedback. Moving forward, the Newsletter will no longer use the past cover art that we had previously used each month. Be sure to check out the art that we use each month - it won't always be the same anymore!

Hopefully, these past few months have been a strong sign of the team's receptiveness to feedback. Though we may not respond each time, we take careful note of feedback that we receive on each edition, ranging from comments on our content to our design. Posts on the thread, submissions through the feedback form, article ideas, and private messages to myself are all carefully read and given thought, whether they be long and complex or

short and simple. Based on readers' feedback alone, we have made changes to the focus of our articles, art, and writing styles within only the past few months. Each month, I'm impressed by my fellow team members' willingness to discuss and absorb criticism and apply it directly to their work. Though we may not always be able to please everyone, I believe that each change has been a sign of our openness to experimentation and ability to balance a variety of viewpoints. Looking ahead, I deeply hope that our readers will continue to come forward with their ideas and feedback in order to continue to improve the Newsletter each month.

As always, please message me if you would like to speak with me privately about the Newsletter, the team, an article, or any other concerns. I hope you enjoy this month's spooky edition of the Mineplex Newsletter!

Have a nice October!

- AGLThree, Newsletter Program Manager

UHC has Returned...

Remastered!

By jacvb

The end of August was a time of nostalgia for the people in the Mineplex community who have been around for years. After a removal from the network, years later, Mineplex UHC has made a return! As the first update with new content in several months, rather than focusing on updating preexisting games, many players, both new and old, were excited about the changes that came to the server towards the end of the month.

When UHC was in development and eventually brought back, the game was redesigned from the ground up. Various features were included such as an enchantment tower that strikes down for players to enchant their gear, a brewing station to create potions, and eventually, a field from the nether for players to gather warts and create their own brewing stations. To compensate for the large amount of players needed to start a game, the UHC servers only start games once per hour. During the games, players can play agro and be first to the events, or stay low

throughout the game and gear up underground. Play how you want, but be cautious of the other teams' playing styles!

As with any update that gets pushed out, there were lots of pieces of feedback, both constructive and positive. Overall, players were extremely happy to see the game make a return; however, the pieces of feedback collected were about small changes to the game that players wanted to see. To collect the feedback and deliver it to Production, the Feedback Collectors were quick to participate in and summarize discussions and eventually create a feedback report.

About two weeks after the original game was pushed out, a post-patch full of changes requested by the community went live on the network. Taken from the report created by the Feedback Collectors, this smaller update consisted of things ranging from clarifying how golden heads worked

to making the game more balanced by reducing damage of bows and forcing brewing stations to only brew one potion at a time.

I took the time to sit down with Camull, a level 100 and Senior Moderator on Forum Management, and Looof, a new Mineplex UHC and casual player, to ask them about their opinions regarding the new update and what they want to see changed in the future.

What were your overall thoughts about bringing back UHC?

Camull: “When UHC first came out, I loved it! Seeing the game get removed was upsetting to me and lots of other players; however, bringing it back was awesome since I love the overall concept. I was super ready to be able to team up with my friends and play a super intense PvP gamemode that we’ve been lacking for a long time.”

Looof: “I’m actually really glad UHC was brought back, as I did not get a chance to fully experience and enjoy UHC when it was first on the server. I think it was a great call by Mineplex as it helps boost the player base as well as add a little spice to the games offered on the server.”

What are your thoughts about the hot-fixes that were pushed out for the game?

Camull: “Seeing the hot-fixes pushed out showed me that we were being heard and was really good. Suggestions that others and myself had put out were put into place made me feel like the community was being heard. Playing normal UHC is almost boring, in my opinion, so I was super happy to see the gamemode able to keep the events but also balance them out in a way to keep it fair.”

Looof: “I think the hot fixes were much needed and I’m glad they were pushed out in a timely manner, so kudos to whoever was in charge of that.”

Are there any other changes to UHC you would like to see implemented?

Camull: “Honestly, I cannot think of anything. The hot-fixes balanced it all out, and I’m super happy with how it is currently.”

Looof: “Yes, I’d like to see a Looof statue built at coordinates 0,0.... Actual answer: no, UHC is in a great spot at the current time, and I don’t think there’s anything that should be fixed.”

I want to give a huge thank you to Camull and Looof for taking some time to sit down with me to answer these few questions.

With UHC being one of the newest updates to bring new content to the server, feedback from the community regarding this update is crucial. Whether you're a returning UHC expert or a first-time novice, we want your feedback! For the players who love to have discussions on Discord, you can direct feedback to both the [Mineplex Community Center](#) and the Game

Insights Discord, which you can get an invite to by messaging any member of Quality Assurance. If you're more into the forums, you can direct your feedback there, too!

We want to end off by sending out a huge thank you to Moppletop for taking the time to recreate this game from scratch and then continuing to work with community feedback to send out hot-fixes. Now get out there, fight to the end, and experience the remastered version of a classic we all love.

Recapping the Bedrock Update

By 510bike

At the end of August, a major update was pushed on the Bedrock network. Mineplex has not had a Bedrock developer for a while now, so it had been a long time since Bedrock received a major update. Luckily, with gyroninja being reinstated as a full time Bedrock developer, new updates are being pushed to the network.

One of the biggest changes to the network was the amount of knockback dealt while fighting. In the past, many Bedrock players complained about the server's knockback. Many people were upset that the knockback dealt was too little and inconsistent. This made players frustrated in games like SkyWars and Cake Wars where it was extremely difficult to knock other people off of islands and into the void.

With the recent update, the damage based knockback amount was removed, along with an increase in knockback dealt by punch enchantments. The knockback inconsistency was also fixed, and all players now take the same

amount of knockback, along with a general increase in knockback. Along with these changes, there was one controversial change in which attacking whilst sprinting dealt increased knockback. Many people felt that this was overpowered, and in games such as Cake Wars, people would end up getting knocked off the map too easily. Luckily, gyroninja listened to people's concerns and reduced the amount of knockback sprinting added during fights.

I had the chance to talk with two members of the Bedrock network to hear their thoughts about the changes to knockback. forevrrfury is a level 100 Bedrock player as well as a member of Game Insights (GI) for Bedrock, and has exceptional knowledge of the Bedrock platform. ShadowWolfZoe is currently a moderator on the Bedrock network, and has an extensive amount of experience with Bedrock gameplay.

What are your thoughts on the changes made to Bedrock knockback?

forevrrfury: “I think the knockback update is great. It’s something myself and a lot of others had been wanting to see for around two years or so. It no longer feels like I’m trying to kick a big bean bag while fighting someone. Prior to this, knockback was determined by how much damage a weapon does. Now it’s one single amount. It’s also more consistent now so it doesn’t feel random every fight but there’s still some variation depending on the situation you’re in. Overall really happy with it.”

ShadowWolfZoe: “Personally I like the bedrock knockback change. There hasn’t been a huge change to pvp and with the reverting of the sprint break, (which was my biggest issue) I think it’s going great!”

In addition to the changes to knockback, there were many other improvements made to the network. Miscellaneous quality of life changes were made to improve the Bedrock command system, including new alias party and server commands. General fixes and changes were made to Cake Wars, Block Hunt, and SkyWars to improve the overall quality

of gameplay. In Master Builders, the /ground command was fixed and improved, along with other bug fixes and miscellaneous changes. In Speed Builders, a stopwatch system was implemented so that players can see how long they took to create a build. Bugs were also patched, and a new personal best system was implemented so players can keep track of their records.

Along with specific game updates, boss bars and new maps have been added on the Bedrock network. For the majority of the games, boss bars serve as timers so players know exactly how much time is left in the game, with the exceptions of Turf Wars and Block Hunt. In Turf Wars, the boss bar now shows the amount of points each team has, while in Block Hunt, the boss bar shows the amount of hidiers and hunters left. Finally, a long awaited map update was implemented. SkyWars and Speed Builders both received an abundance of new maps, many of which are popular maps on the Java network too.

Let’s take a look at what forevrrfury and ShadowWolfZoe have to say on the Bedrock update.

What are your thoughts on the Bedrock update as a whole?

forevrrfury: “There were lots of bug fixes for a few games and just some server wide fixes which I always like to see. There’s a lot more maps in Skywars and Speed Builders now. I think Speed Builders only had one map before this update. It also has personal bests for each build now which I really like a lot. It gives you another objective to try and do while you try and win the game but doesn’t punish you for failing it. I love how the boss bar got a lot of use in this update. In pre-game lobbies, it shows how many players are needed in order to start the game and the time left before the game starts. It also shows how many players are left depending on the game you’re playing. It looks really clean in comparison to its previous location right above the hotbar. In Turf Wars it shows how much turf each team has which looks really cool. This update made the server as a whole more enjoyable in my opinion.”

ShadowWolfZoe: “I love the new update! I definitely think the new changes to skywars have been a reason I’ve been playing it a lot more frequently and the new maps on a bunch of the games are really interesting too. I think a few of the maps (skywars) should

be altered as you can easily parkour without bridging around on a few of the maps.”

What other updates and improvements are you hoping to see on the Bedrock network?

forevrrfury: “I’m really looking forward to revamping other games to make them more appealing and fun. We did this with Skywars and the player count for that game has increased a lot and I find it to be a lot more fun now. If we make updates like that for other games in the server then I think people will enjoy those games a lot more. I really like looking at stats and with how things have been going recently, I think we could get things like stats and in-game leaderboards in the somewhat near future. The addition of some of the removed games is something I would love to see but currently those aren’t the main focus.”

ShadowWolfZoe: “I think that adding some improvements to creative housing would be good, fix issues where houses get reset and creating houses getting fixed up. That’s the biggest complaint I see is people in creative housing getting their stuff reset.”

A huge thank you to forevrrfury and ShadowWolfZoe for taking the time to share their thoughts about the Bedrock update.

Bedrock is a far newer platform than Java. However, with each major update, the network is consistently improving. With gyroninja working as a full time developer, the community and staff team hope that there will be more consistent updates released on the Bedrock network. Community feedback is highly appreciated, and all players are encouraged to share their thoughts and ideas about the Bedrock network. If you ever have any suggestions to improve

Bedrock or the games on it, you can always make a suggestion thread in the Bedrock ideas section of the forums [here](#). Alternatively, GI has several sections in their Discord dedicated to discussion about the Bedrock network and its games. If you wish to join and share your ideas, you can message any member of Quality Assurance or a GI Category Lead for an invite to the Discord server.

The recent update on the Bedrock network was a major success. A huge thank you to gyroninja and all of the players and staff members who made this update possible!

Recent Forum Changes

By Marzie

As a reader of the Newsletter, it's likely you've been on the Mineplex forums, and you might have noticed that a lot has changed with the forums in the past year. However, even in the past two months, there have been some minor changes that may have gone unnoticed! This includes miscellaneous forum staff changes, rule changes, and a new web page at the footer of the forums, which will be further outlined below.

Forum Staff Changes

This change happened on August 12th, 2020, so you may have seen or heard of it already, but I will be recapping it for those who missed it.

- Forum Ninja and Forum Moderator are no longer the names of the Sr.Mod team and Mod+ subteam. Forum Ninja has been renamed to Forum Manager (abbreviated to FM) and Forum Moderator has been renamed to Forum Management Assistant (abbreviated to FMA).
- Previously, not all Forum Managers would mentor or monitor Forum Assistants and it was an invite-only process. However, now they will all

handle this duty upon becoming an FM.

- FMA's now have a mini-subteam (a subteam without a tag) called the "Appeals Team" and may be invited to it to help out with some appeals. Forum Managers will still be handling all appeal types while FMA's can now handle a few specific types.

You can get more info on why some of these changes happened and more info by reading the full Forum Staff Update [here](#). If you would also like to see who is a part of the new Appeals Team or who the FM's and/or FMA's are, you can check out the [Forums Hierarchy](#), or you can check out their introductions [here](#).

Recent Forum Rule Changes

Directly or indirectly advertising discord server invites can result in a warning for Light Advertisement. This was changed to be more in-line with the in-game Light Advertisement rule.

Necro-posting in the Forum Games section is no longer punishable. This was changed as it felt harsh to punish in this section as posts are not counted, and do not show in the sidebar box of

“New Posts.” Old forums games can also still be fun to revive!

New Website Page

On September 26th, 2020 a new web page and footer link was added to the website. Called “We Care,” this idea was thought up by a staff member, approved by the Admin team, and the page was written by Toki shortly after. This was done to help staff members give players the support they needed. Here at Mineplex, we sincerely hope you can use this page to either help yourself, a friend, a family member or even a random stranger either in-game or in real life. Everyone goes through tough

times and things happen that are out of their control and just need someone to talk to or need some help, especially now. You can check out the new page [here](#) or you can scroll to the bottom of any page that has a footer and click on the “We Care <3” button under Support.

If you have any forum rule suggestions, make sure you put your idea in the Website Feedback or Forum Discussion sections or message an FM/FMA. We hope you are as excited as we are to see what will come in the future on the forums!



Useful

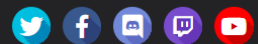
- Shop
- Rules
- Leaderboards
- Games
- News
- Applications

Support

- FAQ
- Support Hub
- Contact Support
- Terms of Service
- Data Collection
- Privacy
- [We Care <3](#)

Extras

- Jobs
- Staff List
- Members
- Give us feedback!



Play Now!

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Recapping the Mineplex Olympics

By WowCaleb

There was much anticipation within the community when the Mineplex Olympics, Event Squad's first ever tournament-style event, was announced in early August. It is normally a range of weekly events that make up the event season; however, with the success of the Mineplex Oscars in April, the team decided to switch things up and try something new as summer came to a close.

The Mineplex Olympics were set to take place over one week, from August 31st to September 5th, where 32 teams were to battle for victory in various gamemodes across the network. Prior to the event, participants had filled out a form, creating a team of up to five players. Planning and preparation followed, and by the last day of August, the tournament was ready to begin with an official opening ceremony hosted by the Events team.

Day 2 of the Olympics saw 16 teams going head to head in Dragon Escape. Olympics hosts saw everything from

extreme lag, forgetting to leap, burning in lava, and even running around in circles with no idea of which direction to go. Day 3 saw up to three eventful rounds of Survival Games, with the border even dooming some participants to their loss, though most were honorably defeated in combat. By the end of the day, four teams remained, who used their archery and dodging skills in Turf Wars on Day 4 to fight for a spot in the semi-finals.

Champions TDM was the chosen game for the semi-finals. Four teams remained, and it was up to them to utilise their combat skills along with a set of unique abilities to win a best of three. The Upburst Wyverns and Swag ended up progressing to the final, leaving ish13Club and Professional Mineplexians with a chance to fight for third place the following day!

Tensions were high as the game for the bronze and finals match was decided - Bomb Lobbers. Both teams were confident heading into the finals match;

however, it only took three out of five rounds before Swag were defeated and The Upburst Wyverns claimed the first place title for the first ever Mineplex Olympics tournament! Each member was rewarded with an exclusive title and rank upgrades, along with some shards and omega chests. On Day 6, a closing ceremony took place where everyone recognised this year's winners and played some games.

The Mineplex Olympics was an enjoyable experience for participants and event hosts alike. Participants got to compete in our first ever tournament, learning how to share team spirit to battle through the intensity of each round, and event hosts were able to coordinate the event and laugh at all the funny moments. In this article, I thought we might hear from some of them!

I decided to sit down with SmoothieKingZion, the leader of the winning team, the Upburst Wyverns, and EmmaLie, who took on the role of a primary coordinator of the Olympics. I also heard from FlyinHome, an ish13Club team member who took fourth place overall.

What was your favourite part of participating/hosting the Mineplex Olympics tournament this year?

SmoothieKingZion: "My favorite part of the Mineplex Olympics was the competition. Our team has a history in Tournaments and competitive leagues but we've never experienced something quite like this. With the diverse set of games we had no idea what to expect and were excited to head out into uncharted territory, testing our best ideas against whoever we faced."

EmmaLie: "My favorite part about the Mineplex Olympics has to be how it brought so many people together. Hosting this tournament was far from easy, it took a ton of coordination between all of the hosts and the teams to pull it off and thankfully we were able to navigate the entire tournament pretty smoothly. What made it all worth it was seeing teams work together and cheer each other on through the matches. We got to meet and interact with so many players we haven't seen at events before which was really cool because we want to appeal to everyone in the community!"

Are there any improvements you would like to see made to the Olympics the next time around?

FlyinHome: “Maybe one of the things that the event coordinators overlooked was including a few games that just didn’t feel like they belonged or were too competitive. For example: Turf Wars was very slow placed and took roughly 20 minutes for one round (out of 3). In the Semi Finals, the game chosen was Champions TDM. Two of the teams left were either past or current CCL teams. So yeah, maybe a little more balanced games would go down well.”

EmmaLie: “Well, turf wars is definitely gone from the rotation next year LOL. No shade towards turf wars but 5v5s aren’t very interesting to watch. All jokes aside, we learned a ton through the hosting process and there’s a lot we plan on changing. Next years Mineplex Olympics will be hosted in the middle of summer instead of the end, we want to increase the duration of the tournament since going from 32 teams to 1 in one week was super difficult, with that we’ll probably do a round-robin style tournament so teams have more of a chance to keep playing during the tournament and lastly we’ll change the game rotation to focus on mini-games rather than what we call “niche” games.”

I would like to thank EmmaLie, SmoothieKingZion, and FlyinHome for sitting down with me to answer some of these questions and providing Newsletter readers with more of an insight into the Mineplex Olympics.

There was almost no better way to conclude the summer event season than with the Olympics, a fast-paced and action-packed tournament. Even though the Events team has officially closed up shop for this year’s Olympics, this doesn’t mean there won’t be more tournaments in the future! Your input is the key to making this happen by providing your feedback along with proposing your ideas and suggestions. You can get in contact with any Events team member to do so, who can all assure you that your voice will be listened to and your suggestions taken into consideration. Alternatively, you can discuss this in the #java-events channel in the official [Mineplex Discord](#).

In addition - for those who might not have gotten the chance to spectate the final few rounds of the Olympics, these were livestreamed by _Brandon and uploaded to YouTube. To watch the Finals match in all its glory, and to witness the intense throwing of TNT back and forth in a few rounds of Bomb Lobbers, feel free to check out [this thread!](#)

September Art Showcase

By **neotheater**

Art is something that we all have time to appreciate in our lives. When the real world comes crashing down on us, art is always there to allow us to put those things aside. For some of us, school has just started up again as lockdown was lifted and we're all just getting back into the swing of things, while others are still in quarantine doing everything over the Internet. It's a stressful time for everyone, but a time that we're all going to get through together.

Art is calming and can relax even the most restless of people. It comes in many shapes and forms, and here at Mineplex, we believe we should share some of the artwork created by people on the network. In this community-fueled article, you'll see some of the most talented artists from September who decided to share their art with us! If you're an artist and would like to be featured in the next edition, make sure to post your art in the #art-club channel on the Discord or in the 'Arts & Banner Showcase' section on the forums for us to see!

Digital Art

Yet again, September has brought us many digital artists from all across the network. It's by far the most diverse and complex art style here on Mineplex. Here are three artists whose work caught our attention last month:

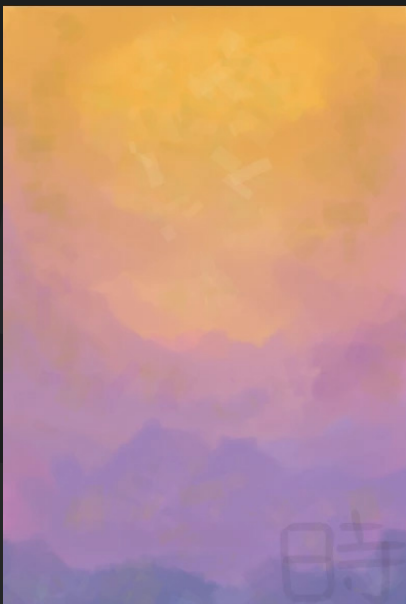
vuroki:



Iscariot:



Toki:



Photography

With a new season beginning, and for many of us, a new chapter of our lives, it's only natural to want to capture precious moments with a camera. Take a look at these breath-taking photographs from last month:

Iscariot:



aahad123:



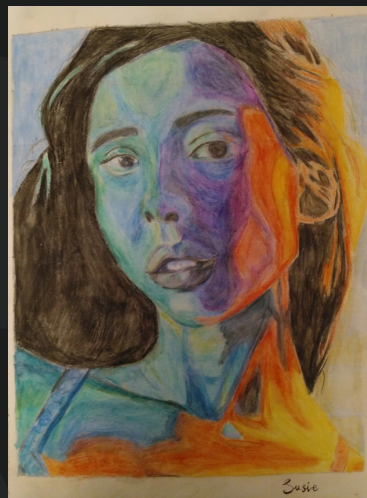
We wanted to get aahad123's view on how to take the "perfect photo", and he gave some very useful advice to any aspiring photographers!

aahad123: "Honestly, in my opinion, there isn't really a "perfect photo." Art is different in every person's eye, whether it's abstract or not. My advice, just make your work express who you are. Have your own style and follow-through. It doesn't matter what camera you have or how you edit it. Just make sure that the composition is how you like it. The one thing I would tell you that I learned from my old teacher, is to never make your subject at the center of the photo. Always try to have it off-centered. If you guys have any questions regarding anything please feel free to PM me, I would be happy to help!"

Traditional:

This art form has been around since the dawn of time, and its beauty is forever. The amount of possibilities there are with a simple pencil and a piece of paper are endless. Here are two of Mineplex's most talent traditional artists from September:

xSusieLove:



Reindeer // Paige:



Thank you to everyone who has allowed us to use their amazing pieces of art over the past few months for the monthly art showcases! However, after three successful editions, we have decided to revamp the showcase to add a bit more spice. At the end of each season, we will be compiling art from that season into the “Seasonal Art Showcase” in order to provide a better overview of the talented artists and their work during that season. This will hopefully provide us with a more varied and wide selection of art, ensure that the showcases are uniform in length and amount of content, and give you all something to look forward to at the end of each season! Stay tuned, though - you wouldn't want to miss next season's art showcase!



Caption the Image

By neotheater

It's spoOoOOOooky month. Yep, you heard us right - the most terrifying time of the year is finally here! Horror fans rejoice all across the world as October brings all of the best movies that send shivers down their spines and cause them to notice the shadows lurking in the corner of their eyes. Young children, teenagers, and child-hearted adults alike are looking forward to celebrating Halloween with excessive amounts of chocolate, candy, and dancing. Whilst the Halloween festivities might be slightly different this year with COVID-19, we here at Mineplex hope to still bring you as many frights as possible during this time and keep the spirit(s) alive!

Some like-minded trick-or-treaters are all dressed up, ready to go out on a hunt for the local candy in their town. It's weird because as they walk through the streets they don't see

any jack-o-lanterns or other people in costume; it's almost like a ghost town. As they approach Mr. Voorhees' (known locally for going all-out when giving out candy) front door as their first stop, they're becoming increasingly excited to give him the fright of his life. However, when they get there, Mr. Voorhees only stares at the 3 trick-or-treaters looking very confused. "You're a month early," he says, gesturing to the lack of Halloween decorations he has in his yard. What do the trick-or-treaters do upon learning this information?

Think you have a good caption?

Submit it here:

<https://forms.gle/bEBm6c4m6L9XNLZY8>



Last month we showed you Mrs. Summers' classroom being interrupted by two chatty students who were still quite giddy from their summer vacation adventures. All we wanted to know is if anyone had any information about what the two were actually talking about that was so exciting:

Here are our four favourite captions from last month:

Ruffybear: "When someone comes closer than 6 ft to you."

Zyta: "When you and your homie are talking and the teacher says "I'll wait""

BroActually: "Even the NPC's gotta stand 6 feet apart.."

Animalll: "Welcome to "Mineplex 101, how to not get gwened""

September Staff Statistics

By AGLThree

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

Java Trainee

September 12: BizarreAvatar, BlazingLucario,
Disgruntle, Hvbble
September 26: affinity0, Koxuh

Bedrock Trainee

September 26: Melsieeee

Java Mod

September 5: Kippy_
September 19: avvaaa
September 26: DCDB

Bedrock Mod

September 5: lotixtw

Sr. Moderator

September 17: Landay, Rvsie, Slipest (Quality Assurance)
September 22: GoofIt (Recruitment)

Builder

September 12: rqil

Leader

September 16: AlexTheCoder

Community Quality Assurance

September 17: rejudge

Resignations

August 31: shotani
September 3: YoungSavage220
September 10: NuclearFury
September 11: xGetRekted
September 12: Hxmza
September 16: Acaulis (Quality Assurance),
Btsy4U, lukafin (Quality Assurance)
September 21: Brayyyden
September 22: Linegraph
September 25: Dallarth, UwuMedia

1 Year Milestones

September 7: GoofIt
September 21: EnderCreeperJack

4 Year Milestones

September 23: GuitarHero_King

6 Year Milestones

September 6: Bunni

Meet the Team



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



Tortelett: 61 newsletters is a lot of newsletters. Over half a decade of letters containing news.



Arjun: Yo! I'm Arjun and I'm a Rules Committee member and Sr. Mod 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!

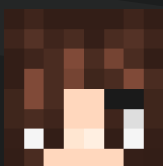


Sophie_OGrady: I'm an editor for the newsletter, the Game Insights arcade category lead and an ex-staff member. You can find me around the forums and chatting on the discord!

Meet the Team



jacvb: Yo, I'm Jacob, and I help to write and edit articles for the Newsletter Program each month. I'm a member of Quality Assurance and a few other subteams. If I'm not handling an escalated appeal or a bug report, I'm either screaming in a voice call or listening to Billie Eilish & blackbear.



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



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

Meet the Team



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



neotheater: he went out with a Bang! and now we're in Bummerland



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



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