

# MINIPELEX

## NEWSLETTER



**Issue 71**  
**August 2021**

Bedrock's Five Year Anniversary Update Recap,  
Content Creator UHC Event, 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 August! I'm excited to introduce not only a longer edition this month, but also the first edition in over a year with content from new writers! As you scroll down, you'll come across two articles that were authored by newcomers to the team, so be sure to check those out! We're delighted to have fresh faces and ideas in the program and, hopefully, these articles will be the first of many to ensure that there is something in the Newsletter for everyone. However, joining the Newsletter Program isn't the only way to share your creativity with the team and make your own contribution towards an edition. As always, please feel free to submit any article ideas to the team via the [Suggestion Box](#)! Even if you haven't fully parsed through your proposal, I encourage you to make your submission regardless as I review each and every suggestion and pass them to our team of talented writers for consideration. A Suggestion Box article was published in a recent edition, so rest assured that it is entirely possible for your article idea (and name) to appear in the Newsletter!

If you have any questions or comments about the team or this edition that you'd like to share privately, please message me via Discord or the forums. You may also post any thoughts directly on the August edition's thread or through our [official feedback form](#). I hope you all enjoy this edition of the Mineplex Newsletter and have a delightful August!

**- AGLThree, Newsletter Program Manager**

# Bedrock's Five Year Anniversary Update Recap

By ddgolfer

Five years ago, Mineplex released a whole new platform. You could play anywhere now: on your phone, your Xbox, and even on your computer using Windows 10. This created a new era for Mineplex since there would be a new side of the network - the Bedrock Edition. This platform has been through thick and thin to make the server into what it is today. Now, the Bedrock Edition turns five years old! To celebrate, the Bedrock Game Insights (GI) team and Gyroninja, the Bedrock Developer, released a Cake Wars and Bomb Lobbers update for this long-awaited celebration!

As players logged in on Bedrock's anniversary, they received double XP for the kickoff of the new update. A new Cake Wars-themed treasure hunt lobby was also added along with the major Cake Wars update. TNT enthusiasts could also start launching their way back into a returning game as well! For fans of this old game, Bomb Lobbers has made its return for many players who have wanted the mini-

game back. The biggest development within this update was the huge Cake Wars update. Anywhere from general gameplay fixes to new maps, Cake Wars had received an entirely new makeover.

There were so many changes and modifications added to this update, and a full list of them can be found [here](#). There were several new map additions to Cake Wars, and now there has been a creation of something different almost every time you play the game mode. There were also many changes that had to do with prices in the shop as well as a new item, the tracking compass. The price decreased for arrows, Polly the sheep, and for a TNT trap; however, the prices increased on obsidian blocks and for the first and second levels of the power enchantment. Clearly, the most noticeable change, which came with mixed feelings, is related to kits as most of them either got buffed or de-buffed.

Despite these mixed feelings regarding kits, this update has been generally well-received overall and many

players seem to have thoroughly enjoyed the components that this update has brought to the server. I will be talking with AbleToStrafe and GuardianInASuit, who are extremely active within the Bedrock community, about their thoughts on the update itself! AbleToStrafe is an active member in the Cake Wars community and GuardianInASuit is an active staff member who is also a part of Bedrock Game Insights (GI), Bedrock Community Council (CCO), and Quality Assurance Testing (QAT)!

**AbleToStrafe:** “The Mineplex Fifth Birthday Update brought in an exciting new meta for Cakewars. It now has made the game more fast paced and more fun. The kit changes, new maps, and being able to gain resources from kills (my personal favorite) is making it so now the game is more strategic. You will most likely see changes in play styles, so people can avoid giving their opponent an advantage. This is awesome, and has improved the gameplay greatly, as now the game won’t revolve around camping because if you are caught off guard and have 40 bricks or emeralds, you might be handing your opponent the win if they kill you.”

**GuardianInASuit:** “I’ve really noticed that players have been doing more resource management now that you can drop items when you are killed.”

There are very many controversial perspectives that many players might not see eye-to-eye with, especially within this new update. Many players may conclude that a specific change or addition to the game, whether it be about a Quality of Life (QoL) addition or a kit change, is game-changing while others may see something completely different. Therefore, I went ahead and gathered some of these perspectives from AbleToStrafe and GuardianInASuit, as well.

**AbleToStrafe:** “So personally I am glad for the builder kit changes, and I love how it’s moving in the right direction. For any Java player reading this, here on Bedrock, the Builder Kit was significantly different. You used to generate terracotta/clay blocks, and you started with 12. That meant at the start of the game you instantly had a well built cake defense. So I was pleased to find out that the terracotta/clay was removed from the builder kit, and now it is like Java where the person who uses it generates wool, and deploy platforms. This part of the update I know got



mixed feelings towards it, but I can say with 100% certainty that I am glad for the changes.”

**GuardianInASuit:** “I’m not a huge fan of the new Action Bar. I feel like we really need to find a better way to change it and make it better.”

Even with different sets of eyes surrounding this update and mixed perspectives on it, this update will, without a doubt, be remembered as one of the bigger updates for the Bedrock server. Whether you were most excited for the Cake Wars part of the update or for the return of Bomb Lobbers, it is safe to say that this update was perfect for the fifth anniversary of the Mineplex Bedrock Edition. I wanted to get a couple of final thoughts about the update as a whole from AbleToStrafe and GuardianInASuit in order to get a glimpse of what players may, and should, take away from it.

**AbleToStrafe:** “My final thoughts on the update is that everyone should be proud of what they accomplished on this update, as for the rest of the community. We should be thankful for everyone that contributed and put forth effort in this update. This not only gave

me content as a YouTuber but it also united the bedrock community once again. This will go down in Bedrock history as one of the biggest updates on the server, and I’m not complaining.”

**GuardianInASuit:** “This was one of the largest updates for Cake Wars and it also came out during the Bedrock server’s 5th birthday. I’ll remember this one for ages.”

Thank you to both GuardianInASuit and AbleToStrafe for their thoughts on this new update!

If you have any thoughts that you would like to share about the update or about the Bedrock Edition in general, you are always free to put in your ideas and feedback in the [Bedrock Ideas section](#) on the forums. You can also give Bedrock feedback and ideas via the Mineplex Discord Server in the #bedrock-ideas channel to voice your opinion in a more informal way. Happy fifth birthday to the Mineplex Bedrock Edition!

# Content Creators: UHC Event & Interviews

By Looof

Have you ever seen a person with a YouTube or Stream rank in your lobby? Those people are Mineplex Content Creators! Content Creators are those who actively make any sort of content for Mineplex. As a Content Creator, you must abide by all network rules and not have engaged in breaking said rules previously on multiple occasions, as well as meeting the age requirement of 14 years. If you can meet these requirements, there are three ranks that you can apply for with separate requirements for both the Java and Bedrock server: YT, YouTuber, and Streamer.

The specific requirements for these ranks are different, however; each rank requires high quality and consistent Mineplex-based content, as well as viewer engagement. All Content Creators must display maturity on the network and not have a lengthy previous punishment history. If you're interested in applying or even just curious about the specific requirements

for each position, you can read more on the [official document](#).

Those who are interested in a specific position and meet all the requirements for that rank are encouraged to fill out an [application](#)! After it is submitted, the Content Creator Council (CCC) will give their opinions on it privately and process it. Once accepted, the Content Creator continues to act as a positive representative of Mineplex whilst producing content made on the server.

In the spirit of recently accepted Content Creator applications, which are always open, we wanted to give some newly accepted Content Creators, namely, Skarm (Java Stream Rank) and Cra\_ZGuy (Bedrock YT Rank) the opportunity to properly introduce themselves. Let's get to know them better!

When were you accepted as a Content Creator?

**Skarm:** “May 21, 2021.”

**Cra\_ZGuy:** “Well I originally applied on December 8th and got accepted on December 23rd of 2020, but I didn’t check my account until the start of May so I officially got the rank on May 7th.”

What has been your favorite memory on Mineplex while creating content?

**Skarm:** “My favorite memory is definitely just playing with my friends on the server while streaming. Mps’ are really fun to stream with my viewers in it, because it’s a way of interacting with them. I also like playing NANO and Cake Wars in a party because it makes for some really good content whenever I get extremely distracted from the game and my friends get mad at me.”

**Cra\_ZGuy:** “My favourite memory on Mineplex was when I first learned how to speed bridge. I made a cake wars video on it and it got like 40k views. It was really exciting experiencing speed bridging for the first time and falling off a bunch.”

Huge thank you to Skarm and Cra\_ZGuy for taking the time to introduce themselves!

One aspect of the Content Creator life here at Mineplex is Content Creator Events! Recently, there was an Ultra Hardcore (UHC) Event where some of the Mineplex Content Creators chose a partner and went head to head in an epic battle to see who could take the throne as UHC champions. The teams consisted of DivinePegasi and pzazz, EccentricEmerald and finalplot, SelectFire and Vampin, pcgus and FalconReign, and last but not least, Cra\_ZGuy and JUCZ. After countless funny moments and extremely intense battles, SelectFire and Vampin took first place! The victors went home with the choice of one of three diamond sword names: Deathraze, Hashtag, or Oooh Shiny, as well as 2 Omega Chests, 1 Illuminated Chest, and 50k shards. In second were FalconReign and pcgus, earning themselves 1 Omega Chest, 2 Mythicals, and 40k shards each! Coming in third were EccentricEmerald and finalplot. Their winnings were 2 Mythical Chests and 30k shards. All other participants were rewarded with 1 Mythical Chest and 20k shards. Here is what the Content Creators themselves had to say about the event:



How did you do in the event?

**DivinePegasi:** “Unsurprisingly, my team was the first to be eliminated. Everything was going great, we were mining diamonds and all when suddenly I started getting hit from behind after another team dug down to me. I didn’t hear the blocks breaking before either because one of my viewers played a sound on my stream the very moment before and so I was totally oblivious as to what was about to happen. Unfortunately, they got both me and my teammate but it was a super fun experience regardless!”

**SelectFire:** “We came first in the event! Vampin and I have some of the best statistics on the server, Vampin being #1 for UHC wins, and myself being top #40 for overall earned experience. I think this gave us the edge over everyone else competing, because we knew exactly what we were going to do throughout the tournament. We are both very pleased with our result! I think the best moment was that we actually killed all the teams ourselves. No one else fought each other, and instead we wiped out the entire lobby!!”

Do you think events like these are a good idea?

**DivinePegasi:** “I think events like this are a great idea, especially seeing as we’ve never really had any big content creator events on the server. There have been a decent amount of new creators in the past year or two and I’m glad that CCC is starting to try out more things with us. I think everyone involved had a great time and I’d like to see more events similar to this one in the future!”

**SelectFire:** “I think these events are an amazing idea. It’s a great way to bring the community together, and in particular give the content creators some content to stream. The event was fun, the hype before the event was amazing, and the overall outcome of the event was awesome. I can’t wait to see if there are any other future events.”

This UHC event was an absolute blast to watch and cheer for our favorite Content Creators to win! Thank you to DivinePegasi and SelectFire for answering a few of these burning questions for this article!

To wrap up the UHC portion of this article, below are the links to some of the Content Creators who participated in this fun tournament:

**DivinePegasi:**

<https://www.twitch.tv/divinepegasi>

**EccentricEmerald:**

<https://www.twitch.tv/EccentricEmerald>

**SelectFire:**

<https://twitch.tv/selectfirefps>

A full list of Mineplex's Content Creators can be found [here](#)!

Becoming a Content Creator may give you VIP access to entertaining events like the UHC tournament, but there is certainly more to the role than just that! Content Creators can share their Mineplex-related content through the special showcase channel on the Mineplex Discord and receive an exclusive role there, as well, in order to grow their viewerbase. No matter which rank you apply for, you'll have the unique chance to use your larger platforms to share what you enjoy about Mineplex and to closely engage with our community. If you're interested in becoming a Content Creator, check out the [requirements](#) and reach out to a CCC member (which can be found [here](#)) with any questions. For anyone looking for a way to pass the time, be sure to check out our Content Creators' various channels and streams; there's bound to be something there to entertain you!

Additionally, the inspiration for the new Content Creator interviews came from mqshed's Suggestion Box submission. Thank you to mqshed for sending your idea to the team! If you have an article that you think would be a great fit in the Newsletter, please send it to us via the Suggestion Box!

# Recent Server Downtime

By WowCaleb

In the middle of June 2021, an unforeseen halt was called to the activities of the Mineplex network. Players from near and afar were unable to log onto the Java server to chat with others in Lobby-1 or play some of their favourite games with friends. In this edition of the Mineplex Newsletter, we will be diving into the causes and effects of the recent server downtime, and even hearing what our Development lead himself has to say about the experience.

On June 15, the Java server unexpectedly went down without any explanation which left players bewildered and confused. Many took to the official Mineplex Discord server to voice their concerns, for which no one was able to provide reassurance other than hoping the server would come back up again shortly afterwards.

Worst came to worst later that day, when Mineplex's hosting provider, INAP, released a statement on their website informing the public that a large-scale DDoS attack had been instigated against them. Mineplex was not the only one affected, for several other Minecraft

servers with INAP as their host, also went down during the attack.

At this point, no clarity had yet been given on the situation by Mineplex officials, meaning a multitude of players were still in the dark as to what was happening. On June 18, a member of the Leadership Team (LT), DeanTM, made a public announcement on the Mineplex forums and Discord server addressing the matter in which he urged the community to be patient throughout the difficult circumstances, with a promise they would be kept updated on any news or changes to follow.

Over the next few days, the duration of the attack eventually became so prolonged that it began to have major impacts on the activities of the network. The first summer event, which had been organised by the Event Squad team (ES), was set to kick off on June 18. Players that were eager to attend were disappointed when the event was cancelled in light of the server downtime as well as being postponed until the following week.

Additionally, by this point the server downtime had begun to affect one of the most vital processes on the server, the Trainee application process. The in-game server is vital for Recruiters to carry out their duties and facilitate the recruitment process running smoothly. As this was not feasible at the time, the Recruitment team Admin, Islendingurinn, made an announcement in the Mineplex Discord server and in the [Becoming a Trainee 2](#) thread on the forums informing aspiring staff members of the standstill to the process.

After a long and challenging week, the Mineplex community awoke to positive news on June 22. AlexTheCoder, our Development lead, announced to the Mineplex Discord that the Java server was finally back up and running, with daily reward streaks restored for those who may have lost theirs during server downtime! To put the cherry on top of the icing, double XP was enabled for all players for an entire week as a token gesture for their patience during the incident. Some players experienced lag and connection issues up until July 2, when INAP confirmed all attacks had been mitigated and the situation had therefore been resolved.

As a member of LT and as the Development lead here at Mineplex, AlexTheCoder had the primary responsibility of overseeing the incident and working towards a solution. For this article, I had the opportunity to sit down with him to ask him a few questions about the situation and his experience with attacks of this nature.

You mentioned you had worked with the FBI in the past on cases of attacks like the one we just experienced. What exactly is your role in working with them on these cases?

**AlexTheCoder:** “We provide the FBI with timelines, evidence, and details on monetary damages incurred by attacks, since our engineers are always first on the scene and we know what kind of losses are associated with these types of attacks.”

From your understanding of digital forensics, how do attacks like these infringe the law in the United States? What are the consequences?

**AlexTheCoder:** “Cyber attacks such as DDoS attacks are in direct violation of Title 18 of the US Code via the Computer Fraud and Abuse Act and can result in up to 10 years in federal prison, as well as up to \$500,000 in fines.”

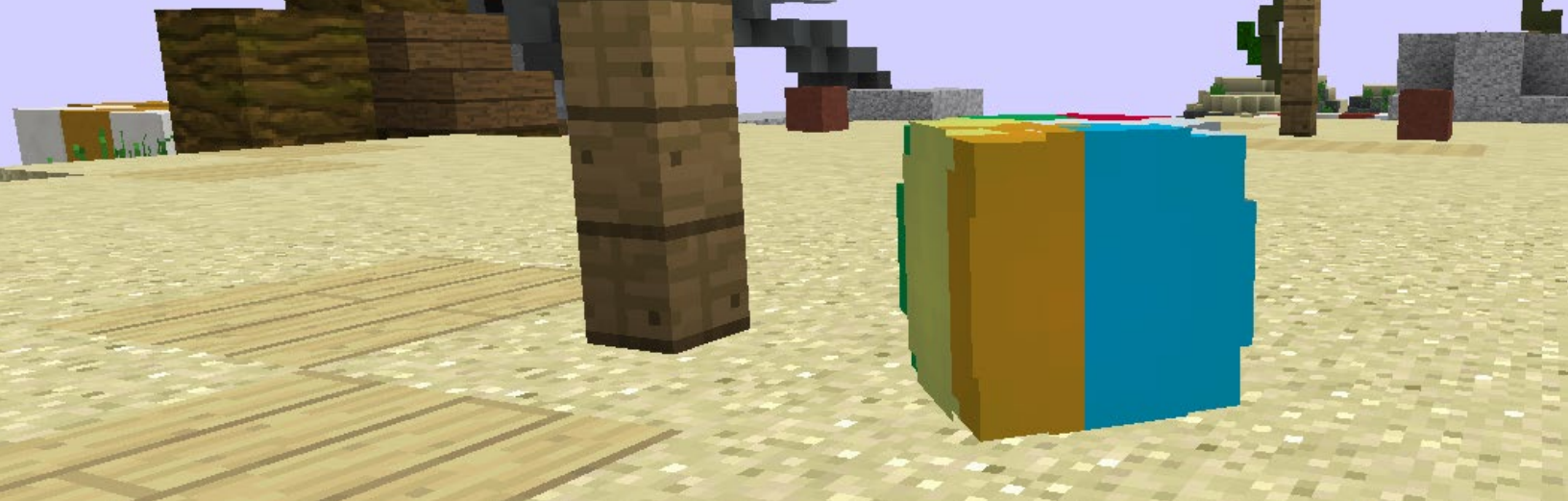
Moving forward, will Mineplex be taking any steps to further improve its DDoS protection and prevent attacks of this kind?

**AlexTheCoder:** “Yes, but I cannot speak publicly in further detail at this time.”

Thank you to AlexTheCoder for taking the time to answer these questions!

Once the server went back up, those who had missed out on the chance to party up, play some games, and grind XP were just as delighted as those who lost out on their daily Nano Games session. For some of these players, the week instead became the perfect opportunity to enjoy some of the glorious weather in the northern hemisphere. It may have returned again, but the difference is Mineplex is now up and running. What are you waiting for? Go play some games and make up for lost time!





# Guess The Location

**By Marzie**

It has been pretty humid in North America this year and it's not letting up anytime soon. The best parts of summer are getting to cool off in a pool, going to the beach, having all the ice cream you could ever ask for, and of course, no school for most of us. Be sure to soak up as much sun as you can and travel to new places while the sun is shining! It won't last all year, of course. As you can see from our last edition of Guess the Location, we have a whole hub of new things to discover. While this hub is still around, let's make the best of it and discover another new place within it before it disappears!

If you have questions about the contest or how to play, feel free to reach out to a member of the Newsletter Team or post directly on the official Mineplex Newsletter - July Edition thread! Without further ado, can you guess this month's location?

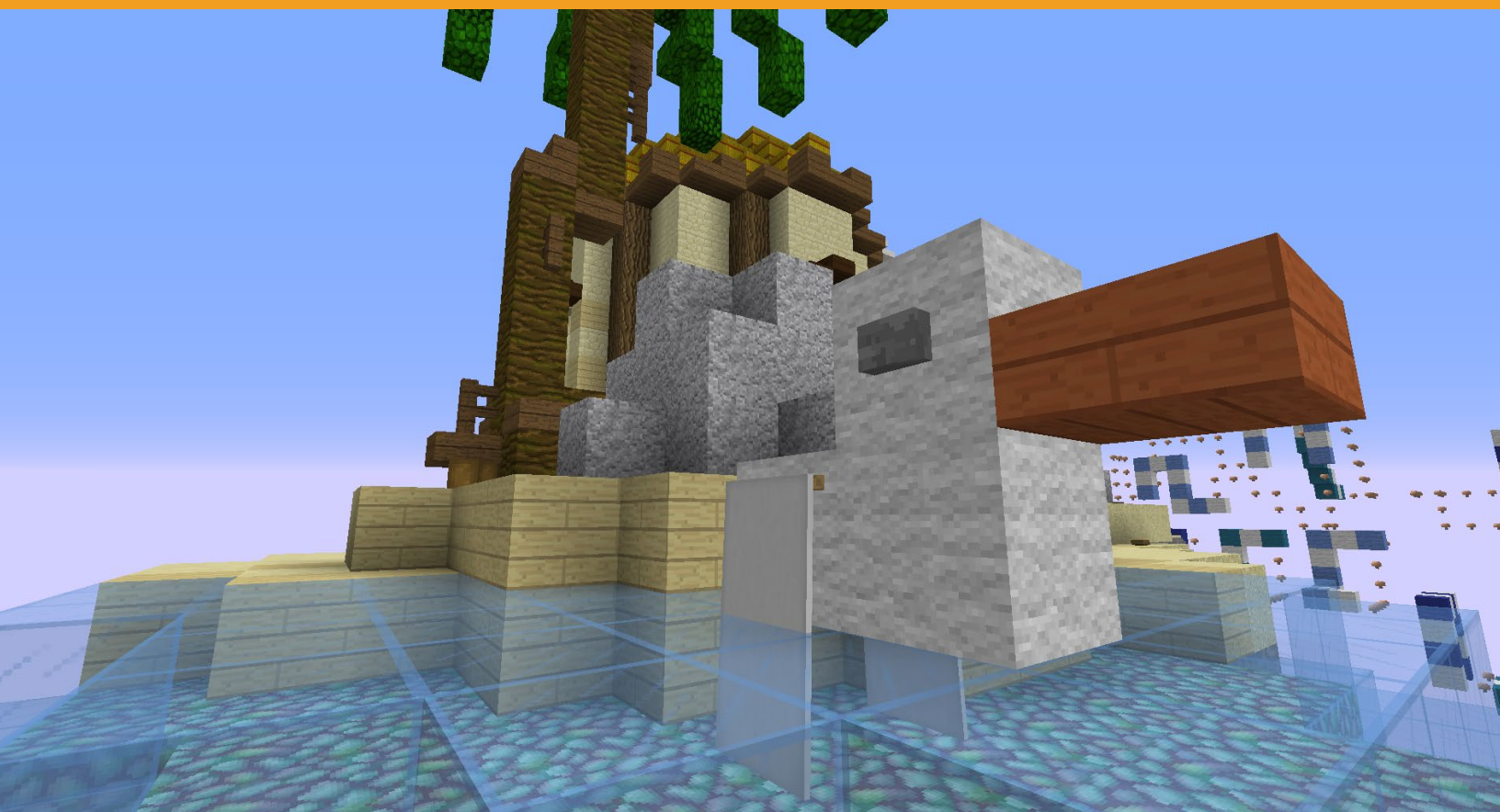
Take a guess or two here:

<https://forms.gle/PKUgkNVaQ2VcZNc49>



Of course, we cannot forget the winners from last month's edition! Out of those who correctly guessed last month's location, we randomly selected three winners to receive the surprise prize: two Mythical chests each! Congratulations to Ccatbrea, Kakkuh and ItsJqke!

For those who made an incorrect guess or are simply curious, last month's picture was taken at -84, 78, -90 on the island behind Big Larry.





# Caption the Image

By neotheater

It's August! For some of us in the northern hemisphere, school is looming over the horizon like a tsunami of anti-fun. It's been a great summer here at Mineplex but unfortunately all things must come to an end. But not all is lost! There's always room for a little more fun before the "104 days of summer vacationnnn" end for this year.

However, as we look closer towards the southern hemisphere of Plexworld we can see the birds migrating north in hopes of discovering a warmer area to call home. It's a part of nature. The three birds you will see below have been travelling for quite a few days. They are absolutely exhausted and just about to give up on all hope of finding

an unoccupied nesting land... That is, until they see it -- the tropical paradise that they are only minutes away from calling their own. What they don't notice until they arrive closer though is that someone, or something, is lurking beneath the tree line. Waiting for them to land. What or who could it be? Are they a friend or a foe?

Think you know? Tell us here:

<https://forms.gle/4BnUy3ohHQ2ZyQky7>





Last month we showed you Gerald, a fun loving theme-park goer who was super excited to go on his favourite ride of all time: the carousel. He was about to board when he heard a loud cacophony of applause and cheers just across from him. We asked if anyone knew why there was so much noise?

Here are our three favourite captions from last month:

**CloudyDay1234:** Exploring the Rockbed Theme Park in the Bedrock lobby now that it's summer!!

**Mystic 0440:** 'Hey, hey you! Can you help me find my mommy and daddy, they are lost!'

**Knazamn:** ayo help me get up there, im too short to get on the seat.

# July 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

July 3: punkband

## Java Moderator

July 3: aiirr

July 31: HarryCARD

## Developer

July 28: Timmi6790

## Resignations

July 12: Tours (Event Squad)

July 15: Crumplex (Social Media)

July 23: briemmasmith, dcdcb, Jylie, Oscaros\_  
(Staff Management)

July 25: RavenPaw9, Sven (Staff Management)

July 27: xHarrison

## 1 Year Milestones

July 4: whalker

July 18: dcdcb

## 2 Year Milestones

July 13: jacvb

## 4 Year Milestones

June 29: Flaym

## 6 Year Milestones

July 10: dutty



# Meet the Team

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**AGLThree:** Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment and an RP mentor. For those who were wondering, I did finally get Connect 4; it was the last gadget I needed!



**Tortelett:** Some priceless paintings are so realistic that you can literally touch them and face real world consequences.



**Arjun:** Hey there! I've been on Newsletter for 2 years now, and my primary roles on the staff team consist of being a Sr. Recruiter/manager on the Recruitment team and leading the Mod Reinstatement Program as well as being an RC member. Hope you enjoyed this month's issue of the Newsletter!



**Sophie\_OGrady:** Hi, I edit the newsletter.

# Meet the Team

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**jacvb:** Howdy, I'm Jacob! I'm a writer and an editor for the newsletter and a member of Community Management and Quality Assurance. Outside of Mineplex, you'll catch me listening to a lot of music and watching Netflix.



**Marzie:** I do waaay too much. Check my information tab on my profile via the forums to see everything I do! P.S.Oatmeal cookies are good when done right.



**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

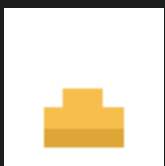
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**neotheater:** <— recruitment assistant, newsletter writer, quality assurance testing member, reports patrol person



**WowCaleb:** Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a Moderator and a Newsletter writer for over a year now. You'll most likely find me in my natural habitat playing Nano Games, or posting over on the forums. I also assist the Recruitment team with deciding the newest faces of the staff team. If I'm not on Mineplex, I'm probably hanging out with friends 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 member of Discord Management, Reports Patrol Assistance, the Map Testing Team, 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 not last on the list anymore yay!!

# Meet the Team

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



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



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