

MINIPEPLEX

NEWSLETTER



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Bedrock Generational Memories,
Game Guide: SSM, Leadership QnA, 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 March! This month's edition is a very special one considering it is Mineplex's 90th edition of the Newsletter! That is about seven and a half years of releasing a Newsletter every month and over 500 completed articles. I personally want to thank all of our returning readers and any previous Newsletter Program members out there reading this month's celebration edition.

To celebrate, we have more articles than usual in this month's edition! To start out, we have commemorated Mineplex's 10th-year anniversary with some memories from community members who have joined the Bedrock server at different times over the years. With the next article being in the works for the past three years, we have a game guide for Super Smash Mobs! Next, the Newsletter Team reached out earlier in the month to gather several questions for a Leadership member, DeanTM, to answer, so we produced an article with his responses to a few of the questions. With our last article, we brought back Guess the Staff for our contest article this month. Make sure to submit your guesses for a chance to win a prize!

Just a reminder that the Newsletter Team applications are open. If you would like to become a member of our creative team then please submit an application [here](#). If you have any specific inquiries in which you would like to speak with me privately about the Newsletter, the team, an article, or any other concern, you're more than welcome to and can do so by messaging me on the forums. Otherwise, you can always submit comments or feedback through our [official form](#) or on the thread. We hope you enjoy this month's edition of the Mineplex Newsletter!

Have a fantastic March!

- ddglfer, Newsletter Program Manager

Bedrock Generational Memories

By TheArrowsShadow

With the 10th Anniversary of the Mineplex name passing a few months ago, we figured it would be interesting to hear and share some memories from players of each generation from the Bedrock server. Mineplex has only been on Bedrock since 2016, so we asked players who joined with each new generation what brought them to the server. Listed below are some of the responses we got!

ForevrrFury, 2016:

"I started playing Bedrock (or PE at the time) about a week after the server went up in July 2016. I had been watching YouTube when I happened to find videos about the server from people like RageElixir and EckoSoldier. I knew Mineplex was a big name and there was all this hype from these Pocket Edition content creators so I decided to try it."

ForbiddenBreeze, 2016:

"I started playing Mineplex back in the summer of 2016. I was just a kid back then and had nothing better to do with my life."

Mothy was here, 2017:

"I started playing Mineplex in 2017 as I had gotten my first Xbox One. I used to watch TBNRfrags play Micro Battles on Java and I always had an interest for the game, so when I got my Xbox I immediately hopped on Minecraft to play Micro Battles on Bedrock Edition."

Xstr4fiingx, 2017:

"I started playing Mineplex around 2017. Back in fifth grade, my friends would always talk about it since MC was still popular and I just felt that I was being left out. I couldn't play the Java version because my parents said it was expensive so I ended up playing Bedrock. Cake Wars ended up being the first game I really started playing. I never played it to grind either, It was actually fun. Everyone was mostly on mobile which meant that it was pretty much a fair game."

Abletovoid, 2018:

"I started in March of 2018 as a small kid on my terrible Samsung tablet because I don't know, it had some weird charm to it."

oopsie yqxx, 2018:

"I started playing mineplex early 2018 because I had already tried Lifeboat, and I had wanted to try other server. I tried mineplex and became attached."

Jrthewall, 2019:

"I started playing Mineplex in April 2019 because I had an injury and was bored. I checked out different Minecraft servers and ended up playing MP the most."

SpectreSai3587, 2020:

"I started playing in late 2020 but I really got into Mineplex in 2021. I mostly started playing because I was trying to find a server I would enjoy and Hive and Cubecraft just weren't for me. When I tried Mineplex I loved it so I started playing on the server actively!"

Changing98, 2020:

"I started Mineplex back in 2014-2015ish with my brother on Java and enjoyed it a lot until I stopped playing for a few years. When I came back I met the Bedrock community and it just went from there."

allyxu, 2021:

"I first started playing Mineplex in late 2021! Honestly the main reason I joined was because I was bored one day and

decided to look through the Bedrock Minecraft servers. I had only ever played on survival worlds beforehand so it was all super new to me! Since the first day I joined my favorite games on the server have always been Sly Wars and Cake Wars (even though I'm not the best at either.)"

Over time, Bedrock has accumulated a lot of players. With these players tens of thousands of memories on the server have been made. We asked these players what their favorite memory on the server was.

ForevrrFury, 2016:

"My fondest memory isn't a specific moment, but late 2016 to September 2017 was some of the most fun I've had playing the server; specifically when I would join big parties in Micro Battles. Stuff like that still happens occasionally now, but back then there was something different about all of us being low levels playing on our phones and tablets. Direct messages existed at the time and chat was a lot more active than it is now so making friends and communicating was easier. Some of the people I still talk to now are from those Micro Battles parties in 2017."

ForbiddenBreeze, 2016:

“My fondest memory from Minepex was when I got back into playing on the server and encountered a hacker on Turf Wars. They spawned in some zombies with hats and that’s how I met TheArrowsShadow. We shot each other and killed the zombies. The only good thing about hackers is that they bring people together! After meeting Arrow I got introduced to some other amazing people that I’m still friends with today!”

Mothy was here, 2017:

“To be truthful I’ve got lots of awesome memories from playing on the server. I remember reaching Level 100 which was satisfying at the time, and I also remember meeting several of my close friends; such as Hypelexity who I’ve known since January 2020. The 2018 lobby was also one of my favourites. I really liked that lobby and I always hope that one day it can return.”

Xstr4fiingx, 2017:

“There can be a few answers, for example being accepted as Trainee or achieving 10k Cake Wars wins; although for me there has never been a memory that has stood out to me. The community is always changing year by year and with that being said, I feel like some of the memories especially with

old friends tend to start fading away as time goes on.”

Abletovoid, 2018:

“I remember grinding Bomb Lobbers with the same people for months; SpectreSai, FairestPE and Jamies- that was very fun, as they were my first introduction to the MP community.”

oopsie yqxx, 2018:

“My fondest memory would either be reaching 5,000 wins in Cake Wars or meeting all the people I did. Once I knew about the MP leaderboards, I wanted to gain as many wins as possible. That would not have been possible without my friends, who made it fun by playing around sometimes. Whenever you are with friends, you will make many fond memories in Mineplex.”

Jrthewall, 2019:

“My fondest memory on MP would probably be my time as a parkour main back in 2020-2021. I would grind out pretty much every parkour map and met lots of great people along the way. Another equally fond memory was grinding Bomb Lobbers back starting in July 2021. Getting to log on each day and hang out with great people was always amazing.”

SpectreSai3587, 2020:

“My fondest memory would probably be when I first started and I met grinders on Micro Battles and they actually accepted my friend requests. I remember being excited everyday to join them and play with and against them on Micros. I know it was usually annoying for them but I loved it!”

Changing98, 2020:

“My fondest memory of Mineplex was when I was playing Cake Wars and I would stay up for 18-20 hours at a time playing with abyssazn, thundereagle240, king pig 00000 and so many others. Just playing without thinking about wins or losses, just laughing and enjoying the moment.”

Allyxu, 2021:

“This one day I was afk in the lobby, I looked up at my screen and was randomly getting invited to take a picture with players I had never met before on the dock. I didn't think much of it at first but afterwards they became some of my closest friends!”

Thank you to everyone who spent their time speaking to us about their experience on Bedrock. Here's to future memories to be made!

Game Guide: SSM

By Sophie_OGrady

Super Smash Mobs (SSM), released in 2013, allows you to choose from almost every mob in the game and take on three other players. Every mob has their own unique abilities that you can use to your advantage. You can execute deadly combos with all of these characters. However, if you go too long without dealing any damage, you will be completely out of hunger, leaving you unable to sprint and taking damage. As an extra twist beacons drop smash crystal which allow you to use your ultimate ability! Everyone has four lives, and the last one standing wins!

The Newsletter Team interviewed two SSM enthusiasts and current Game Insights (GI) members, Pupett and Niervaco, a series of questions to learn more about SSM all the way back in 2020! Due to the different strategies and learning curves for each kit, as well as the talented and experienced players who frequent the gamemode, SSM can be a difficult game for new players to learn, and often leads them to play other games. We hope Pupett and Niervaco can provide some insights to both new and experienced players to make SSM more enjoyable!

How often do you play Super Smash Mobs?

Pupett: “I used to play SSM I’d say around 3-4 times a week, maybe for an hour or two whenever I can, but I used to be on a lot more. When I was a kid I remember renting smash bros brawl from a blockbuster, and playing that game a lot on my cousin's Wii. I loved the game, but we eventually had to return it and we never really got the game or played it again. Eventually I started playing smash mini games on minecraft because that's what I was familiar with, and I didn't really understand the other minigames back then, but SSM had a sort of personality to it that got me hooked, and I’d just play everyday when I got home from school. I eventually made some friends that I’d play with every day and from there time just flew by. I never really played for the wins or the experience y’know it was just fun for me.”

Niervaco: “Back in the hay day I used to play a lot more, but I still play enough to stay around. Most of my matches would be in MPS lobbies which means it didn’t count against my stats but I find them

much better for actually training for the game. I know the question didn't ask about how I came across SSM but since Pupett answered as so I will too. I joined Mineplex in the beginning mainly from a former moderator SoleFern where I used to moderate and co-lead his server. We played SSM and Block Hunt but SSM stayed around a lot more."

What kit do you main and why?

Pupett: "Nowadays I like to play a variety of kits to keep things fun but the kit I main is guardian. It's got so many ways to pull off an awesome combo that shreds through opponents health, and that makes for super rewarding gameplay when you actually manage to pull it off. I'd say compared to the other classes, it's one of the harder ones to get down. It has a lot of advanced techniques to learn with a few of its moves that actually allow you to pull off decent combos. I think the basics are easy to pick up as with most other kits, but if you want to get really good with it then you need to spend some time learning all the techs and how to use them properly."

Niervaco: "In the very very beginning I remember playing Skeletal Horse since it was really easy to play being a

newcomer. After tossing around with Witch or Creeper I ended up "maining" Magma Cube for a while as a joke. However I learned to play it in a less defensive and more offensive hit and run style that I stuck with ever since. I've played the kit for several years and even when I dabble with other kits I always go back to Magma Cube. It's a good mix of movement based attacks with a modest offensive potential. Defensively it's pretty weak though and a unique mix of bugs heavily influence the kit's potential. Still find it fun though. Sometimes using a kit that isn't the most powerful makes the game more fun."

For a new player learning the game, what kit would you suggest that they play?

Pupett: "Personally I think that new players should try out all the kits to see which one suits them best, but in terms of strictly gameplay, and which ones are objectively better and easier to pick up, I'd say creeper is one of the most newbie friendly kits. Its overall game plan isn't difficult to understand or pull off and it's actually one of the better kits in the roster. Slime and spider are also good picks for those that want to focus more on winning games and having better matchups against other classes. I

think it's actually important to stay open to playing various kits, because a main part of getting good and understanding the game is to know how all the kits generally work. That way you know what you're up against in matches. But I think the kits that take longer to learn would be ones like guardian, spider, zombie, snowman, and wither. Maybe it'd be good to steer clear of some of the lower tiers like sheep, squid, and magma as they don't really have many options at their disposal and funnel you to play in a certain way that doesn't transfer over to many other kits.”

Niervaco: “For new players there are definitely kits that are easier to start out than others. However sometimes players are used to certain mechanics that exist on other Mineplex games. Players used to champions might find homage in kits like Enderman or Blaze. Players more experienced with bows can use Skeleton or Zombie to start out. For a player newer to the network and needing something with just a nice skill floor could utilize Creeper or Cow. Players new to the network with minimal gems should start with Slime since it can help build fundamental skills with projectiles and balancing whether to use Slime Slam for recovery or damage. Slime also features an enhanced double

jump to make maneuvering maps and learning double jump movement a lot easier. It is also in general a great kit with forgiving stats but not the most overpowered kit ever.”

Do you have any tips or tricks on getting better and hopefully winning more games?

Puppett: “My tips for getting better at the game are knowing what options classes have at their disposal, the maps and how they give certain classes advantages, and how the classes you play match up against others. Playing the same way against every class will usually not lead to a good result, so knowing when to change your game plan and just adapting on the fly to other players and their strategies will help you get much better. A good resource to look into would be how players in the actual smash games, like smash ultimate, or other fighting games, use certain strategies to punish certain types of classes and scenarios. There's a lot of concepts such as the neutral game and punishing mistakes, as well as mix ups that are discussed in extreme detail by good players, and all that knowledge helps a lot and transfers over to SSM. But in general, just playing more and getting some good instincts

down will put you well off if you're not looking to get too competitive.”

Niervaco: “For me if there was anything that always plays a major role in every SSM game to have ever taken place it would be movement. If a player doesn't know any kits and doesn't quite know intricate things like matchups, metas, strategies, or anything combat wise. At the very least get familiar with double jumps. Double jump a lot. Double jump to get to places, get over gaps, get on top of stuff, or even just moving from one spot to another. Run and double jump, try to dodge an attack with a double jump, double jump to get back on the map. So much of the game is based on movement and double jumps that new players should be highly encouraged to learn jumps and movements and then maps. Players will learn which kits they like on their own as they play but no matter what kit you pick, movement and jumps will always be important. I highly encourage new players to familiarize themselves with double jumps and moving around as they try out the many SSM kits. It is by far one of the most important aspects of SSM.”

For those interested in learning more than only the basic mechanics of the game, the remainder of this article will dive further into discussions surrounding SSM.

Due to the amount of kits and the varying abilities, passives, and characteristics of those kits, SSM is a game which can be difficult to balance. However, outside of updates for bugs which greatly impaired gameplay and additions and removals of maps, SSM has not received an update for quite some time now. This means that pre-existing balancing problems have not been properly adjusted, which has led to a lot of frustrated users. Though, this has not deterred SSM players and Gl members from producing a variety of documents and tierlists, suggesting updates from minor tweaks to major overhauls in order to produce a more balanced selection of kits for the game.

Furthermore, a prevalent debate which has occurred several times since their addition, is on the topic of smash crystals. Smash crystals offer a significant advantage in the midst of a game by granting the player who collects the crystal a special move. However, smash crystals themselves are said to be unbalanced as well,

as they allow some kits to go on a rampage and others to mostly offer a visual aspect with minor effect on the other player (looking at you, Zombie). Many players believe that balancing smash crystals is an extra step that should not be a priority and that removing smash crystals would solve the problem altogether. However, other players believe that smash crystals are an important aspect of the game which offer chances to newer players, and should therefore be balanced or left alone rather than being removed completely.

What would you suggest to improve SSM?

Pupett: “I think right now SSM just needs fresh content. Balancing the game has already been discussed to death, and while everyone has their own idea of what’s the correct way to go about it, I believe everyone would benefit from something new to play with that’ll shake up the meta or make the game feel less stale. New kits being added would spice up the game a lot, and even less direct changes such as kit progression systems would be nice. Overall just refining and adding content will help keep the game fresh and fun to play.”

Niervaco: “Everyone will have their different ways on how to “fix” or improve SSM. Right now, most if anything I feel would be said to improve SSM would be found in the [SSMGI update document](#). Each little idea for each kit and each mechanic in the game has its own discussion with their own sets of opinions. Knowledge on the game is key to helping to improve SSM but only if used in combination with other players and their own set of ideas. At this moment I don’t know what else I would say that Puppet hasn’t already talked about with Smash Crystals, overall balance difficulty, and collecting feedback.

Shifting back to the community aspect, there’s now a multitude SSMGI can collect feedback for future updates. Each bit of feedback is very important to improve and build upon the game and players can contribute by the GI Discord or specifically the feedback forms that can be found on the forums [here](#). Variety is crucial and at the moment the best way as a collective we could improve SSM is get a good gauge on how the community feels about things and go from there. Even at its peak the SSM team is small compared to the vast community that plays the game and everyone’s help is appreciated. Now I

would be forgetful if I didn't give credit for at least some of SSM's gameplay to the Map Team and some of its best performing maps like E7, Tectonic Islands, and Amplified, all of which are examples of what makes a good SSM map.”

Regardless of your opinion on whether a kit is overpowered, underpowered, or perfect as is, or if a map is suitable for gameplay, or if smash crystals should stay in the game, please feel free to chime in by either creating a thread [here](#) or by requesting an invite to the Game Insights discord from a GI Management member: VEANS_, Slip, OhCrazy, crazygeek516 or zapig.

Thank you so much to Puppett, Niervaco and the entire SSMGI team for their time and assistance in writing this article. Thank you too to AGLThree for his original contributions to this article in 2020.

Leadership QnA

By Nighrys and Sophie_OGrady

To celebrate 10 years of Mineplex, we wanted to do something a little different. A lot of players on Mineplex have rightfully expressed their concern regarding the lack of communication from management and ownership, so, the Newsletter Team thought what better than to interview Mineplex's Head of Staff and Leadership Team member DeanTM! Now, as this opportunity does not come up often, we gave community members the opportunity to submit questions to see what they really wanted to know about DeanTM and Mineplex in general. Without further ado, let's get into the questions!

What inspired you to originally join the staff team, and what keeps you going to this day?

"Wow, it's been quite a while since I've thought about that. That was a very long time ago now. I remember joining Mineplex when the server just started growing exponentially and the staff team was struggling to keep up with the growth. I suppose I just wanted to see if I could help out and make a difference, which in the end I guess I have though

it took a while to get there. It was a long process. "

If you were a chair, what type of chair would you be?

"A big and comfy lazy boy, definitely."

What are your most favorite changed about Mineplex within the past year?

"Within the last year is a tough one, as we all know not a lot happened. Timmi has pushed out some really great updates to maintain the server, fix some critical bugs and just... try to keep up. I'd say my favorite is definitely Death Run, though the gamemode was definitely a long time coming considering Mopple first worked on it when he was here. "

What do you do on a day-to-day basis?

"My work here wildly differs from day to day. Some days not much happens, others I'll be sitting here for hours doing all sorts of things. A lot of it has changed over the last year as well. Right now though I'm mostly focusing on keeping up with stuff from Microsoft for the bedrock side of things,

specifically store related though we are currently only releasing persona items, which I hope will change again at some point soon. As for Java, I keep in contact with the Admins first and foremost. A lot of stuff has changed within the team over the last couple of months and more changes are coming still. I try my best to keep up with the different staff discords that I am in and -try- to liaison and facilitate communication between ownership and teams or development and teams. That is in short the basics of my day-to-day work though as you all might understand there's things I do that I can't really comment on. “

Knowing the state of the server, how hectic/stressful has it been on the internal side and how, if at all, has it impacted you?

“I'm going to try to be short and sweet about this question. I can imagine that a lot of you are interested in a leader's take on the state of our server and I will be as honest as possible. My outlook on the future of the server is grim if things do not change, things that are not up to me, things that have been made clear to ownership. I am still hopeful that they will though it has had major impact on both my motivation and stress levels.

Especially the changes to the Admin team were devastating to me. Right now I am just trying to do right by the people that are still here, both staff and community. There's a lot of changes I would like to make, some of which have been requested or expected for a very long time now. I hope we can make it happen.”

The Newsletter Team would like to extend a massive thank you to Dean for spending his time answering some of our reader's questions. He has definitely provided us further insight into himself, his role and his thoughts on Mineplex. Whilst we would have loved to ask him more questions, we hope that some of your concerning questions were answered. Thank you once again to our readers for submitting their questions, and to DeanTM for answering them!

Guess the Staff Member

By ddgolfer

Six months later we are back with another Guess the Staff Member contest! Are you ready to investigate these puzzling clues? In this very perplexing game, one staff member is chosen to give clues about themselves and you have to guess who it is. There will be a short list of clues and a description for you to conjecture upon. When you think you have discovered who this month's staff member is, send in your guess through the google form provided! To start you all off, you can find a full list of the staff members [here](#).

Description of the Staff Member:

This staff member has been on the Java staff team for over two years and has spent a good amount of time playing Speed Builders.

Hint #1

They are on four subteams, three of which are community subteams.

Hint #2

They are on the top wins leaderboard for Speed Builders.

Hint #3

They love Spongebob.

Does this staff member sound familiar to you? Take a guess [here](#).

Prizes

The first three correct guessers will receive their choice of either two Mythical Chests on the Java server or an Imperial Chest on the Bedrock server.

The September 2022 edition's staff member was Hazzer105. These are the following winners from that edition, so congratulations to them on guessing correctly!

CookieBilly, Mothy was here,
Emilee, SpectreSai3587, m0qi

February Staff Statistics

By chhase

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.

Bedrock Trainee

January 21: Chaos5824 (Cross-Platform)

February 4: Nighnymc (Cross-Platform)

Bedrock Moderator

February 24: Chaos5824 (Cross-Platform)

Senior Moderator

February 1: Emiliee (Community Management)

Resignations

February 12: FairestLordHarry (Staff Management)

February 24: Documentis (Recruitment)

2 Year Milestones

February 6, 2021: CloudyDay1234

3 Year Milestones

February 22, 2020: SpamL

4 Year Milestones

February 13, 2019: Ocelotguyy

Meet the Team



ddglfer: Hey y'all, I am ddgolfer and I am the Newsletter Lead! I hope you all enjoyed this month's edition!



Tortelett: ayy the big 90



Sophie_OGrady: hi, im sophie



Marzie: For your safety, this product has been carefully removed from shelves and will be carefully disposed of.

Meet the Team



chhase: goose admin, editor, and staff statistics writer



Looof: Bustdowns on it let's play freeze tag (tag you it)



maevestarbaby: hii i'm maeve, a uni student as well as a mineplex sr moderator and writer for the newsletter!

Meet the Team



TheBlueComet: Howdy! I am Comet! I do Build Team things



Nightys: DJ night man in the house



TheArrowsShadow: Thank whoever you pray to that I'm not an editor