

MINEPLEX

NEWSLETTER



Issue 88
January 2023

2022 Mineplex Rewind, New Year's Resolutions,
Guess the Map, 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 January! With another fun and festive December in the books, I hope you were all given the chance to receive some time off from your normal life and be with your family and friends during this time of year, whether you celebrated any of the holidays or not. Anyways, I don't know about you but this past year felt like it went by extremely fast. So, of course, we have to showcase that in this month's edition, we are not only celebrating the new year ahead of us but also reflecting on the past year of 2022!

Jumping into this month's edition, our first article is the 2022 Mineplex Rewind which is full of twists and turns throughout this past year. The next article will, instead, look ahead into 2023 to see the community's New Years' resolutions and how they plan to stick with them. Finally, our last article is a new contest of guessing the map, so don't be shy and submit your guesses as to what map the build is from. This contest is also introducing prizes back to our contests which should motivate you all even more now to participate!


Just a reminder that the Newsletter Team applications are open and 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 an amazing January and a Happy New Year to all!

- ddglfer, Newsletter Program Manager

2022 Mineplex Rewind

By Amg_



Happy New Year everyone, the Newsletter team hopes you had a great year! As we start off this new year, we would like to take the time to rewind and look at some of the greatest Mineplex moments from 2022. There is a lot of content to cover, so let's look back on some of the greatest moments that this year had to offer!

January

As 2021 was winding down, we started off the new year with a huge map update from our Build Team! The update introduced more than twenty new maps in several of the mini-games. We appreciate our Build Team for the countless times that they have created and introduced new maps for the Network and its players. Throughout the year we have had upwards of around seven map updates with more than sixty-four new maps added and three seasonal hubs which include the summer, Halloween, and Christmas hubs. The Build Team has also pushed

more than one hundred map fixes throughout this year. For those of you who do not know, our Build Team works very hard year-round to ensure that we have new maps to have fun on and play on. We, the Newsletter Team, would like to send them our thanks for all that they have done and continue to do for Mineplex.

February

On February 13th, we saw our yearly Valentine's update pushed out. This introduced our seasonal game, Rosh Rush, and lots of other Valentine-themed concepts such as missions, cosmetics, and chest.

March

On March 23rd, we saw an exciting announcement from Timmi regarding a statistics revamp on the Java server. This split the statistics main menu into different categories: Global, Event, Legacy, Casual, Intermediate, and Hardcore. It also introduced a new

feature to the statistics GUI, which was the game you have the most wins in. Other features introduced in this revamp included the inclusion of all games, offline player statistic lookup, new displays for Win/Loss Ratio and Kill/Death Ratio, prevent lookup during stats load, and a fix to achieve progress messages.

April

Starting off this month, on April 1st, we saw a map update from our Build Team! With the introduction of some limited-time April Fools-themed maps, we saw a total of thirty maps added for April Fools. On April 11th, we saw a huge announcement from a Leadership Team member, Dean, regarding the New Infrastructure [Beta] server going live and becoming available to all community members. The New Infrastructure focused on the whole Mineplex Network being rebuilt. From emphasis on higher performance to better queuing, the Beta server offered a testing opportunity for the New Infrastructure coming to the Java server.

May

This month, we saw two major map updates from our Build Team! On May 7th, there were more than ten new maps being added to the Network in

different mini-games and an addition of six-hundred new speed builder mini-builds! On May 24th, our Bedrock platform got a huge map update, which introduced forty new maps in different mini-games for our Bedrock players to play on!

June

To start off the summer, our Build Team dropped a huge map update that not only introduced a new main lobby summer reskin, but also introduced nine new summer maps for some of the mini-games!

August

Continuing into August, we also saw the release of a new game that took the server by surprise. On August 12th, we saw an exciting announcement from Timmi announcing the release of Death Run and other fixes and additions to other mini-games! With the release of Death Run we, of course, also saw new maps being released for it thanks to our wonderful Build Team. There were also new in-game cosmetics added for Death Run. To end off August, we saw another map update on August 15th which introduced fourteen unique maps for a variety of mini-games.

October

On October 14th, we saw an exciting announcement from Timmi which announced the Java 2022 Halloween update and the release of the seasonal game, Halloween Havoc. Along with this Halloween update, we saw many other quality of life updates and additional changes and fixes made by Timmi. Following this exciting update, we also saw an update from the Build Team introducing the main lobby Halloween reskin with twenty-five new Halloween maps!

December

Ending off the year, we saw some pretty exciting changes that have been anticipated heavily throughout the year. Starting off, on December 1st, we saw the release of the 2022 Mineplex Advent Calendar, lobby treasure hunt, new winter parkour, and two temporary holiday games: Snow Fight and Castle Siege. In addition to that, we also saw a main lobby Christmas reskin from our Build Team! On December 9th, we received an announcement and changelog from the lead Java Developer, AlexTheCoder,

announcing the release of the new Java Infrastructure. This again, rebuilt some of the main features on Java such as partying, game queuing and lag issues. With the release of the new Java Infrastructure, we also saw a message at the bottom of the changelog with plans of a new Infrastructure Beta for our Bedrock players! Following the release of the new Java Infrastructure, we quickly saw some quality of life updates and fixes announced by AlexTheCoder on December 10th. Later in the month, Christmas Chaos was rereleased for the holidays with a new Grinch difficulty along with a couple bug fixes and smaller additions to the game.

As expected, throughout the years there have been many changes, both positive and negative, and there will continue to be changes as time passes. As things change over time and as the new year starts, the Newsletter Team would like to wish everyone a safe, healthy, and happy New Year! Whether you are spending it on the server or carrying on with life, we wish you all well!

New Year's Resolutions

By WinteryOsprey38

2023 is upon us, and with that comes the tradition of setting resolutions for the year ahead. Not only is this a great way to look towards the future but is also a time of reflection. With each new year comes a chance to do better and to build upon our progress and achievements made in the past. In the spirit of resolutions, we have gathered a selection of New Year's resolutions from across the community. Hopefully, by the end of the year, we can all meet our personal goals and look back on a successful year!

TheKittyLover01: "I want to practice better habits to help my anxiety, graduate strong, and find out what in the world I want to do."

SmoothKiller689: "I would like to find and dedicate more time to playing basketball, I feel like it acts as a sanctuary for me when I'm stressed. It can also be a safe space to let my feelings out (e.g. anger, sadness, etc.)."

james610: "In 2023, I'd like to focus on improving my sleep schedule and productivity as I feel these are the things that I've most struggled with

lately. This year I've been spending far too much of my time in bed when I could've been doing something useful such as extra hours at work or completing university assignments early."

TahTeaLeaf: "I would love to solve the big philosophical question, why. In all honesty, that's near impossible to answer so instead my New Year's resolution will be to get a nice lobster roll. I've been craving one for about five months now. Lobster is all I think about. I suppose I could have said good grades or something. I said that for the past three years now and it's time for something different. In all 988 weeks of my existence I have learned that the present is just as important as looking forward to the future. The future will always come inevitably and the time that is being spent currently runs through your fingers like sand. So go live in the moment, go buy yourself that lobster roll you've been craving. Try out all the things you find interesting."

Mothy was here: “My New Year's resolution is to get more sleep and do much better in my classes, so that I can hopefully get a really good grade.”

DaPBillk: “For 2023, I hope to be able to better myself and meet more people. Over the course of the pandemic, it's been really difficult to meet new people and explore new activities, and I feel that I missed a lot between my senior year of high school and my second year of university. In 2023, I would love to be able to take the time to explore more places and hang out and reconnect with more people. There's so many activities and hobbies I would love to explore that I had previously been unable to, and for the new year, I want to take this opportunity to experiment and try out new things!”

SpectreSai3587: “I would like to just keep working as hard as this year to try and get the best results possible, and also to always put 100% into whatever I'm doing!”

To conclude, I would like to share a resolution of my own. As a frequent procrastinator, I would like to make it a goal to finish work before the due date. This year, I've been struggling a lot with procrastination which led to unnecessary stress and not getting desired grades. I'd also like to start going to the gym more as that was something I planned to do this year, but never really got around to doing that much. Lastly, as a somewhat picky eater, I want to try out new foods that I wouldn't usually go for.

A big thanks to everyone who submitted a resolution. We wish everyone a happy and healthy New Year and good luck with your resolutions!



Guess the Map

By TheBlueComet

Have you been playing Mineplex for a while? Do you think you know your maps? Introducing the newest game to the Newsletter: Guess the Map! You will be given a screenshot of one of the maps found on Mineplex. We will take a trip exploring the many maps across the server, then a form will be provided where you may provide your answer to what you believe the name of the map is!

Hint: This iconic map, from the Java server, is known to many original Mineplex players where defenders fight to protect an ancient castle formerly home to King Chiss.

Three correct guessers will be picked at random and will receive a prize.

Java Prize:
Winners - 2 Mythical Chests

If you think you know what it is, submit your guess [here](#)!

December 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

December 11: amgeh (Cross-Platform)

Java Moderator

December 21: Elu___, wattywatty14

Builder

December 24: unrelease

Senior Moderator

December 4: Hazzzer105 (Forum Management)

Resignations

December 16: Amg__

December 17: aahadd (Forum Management)

December 18: Splendida

December 21: ImagineEndDragon

Meet the Team



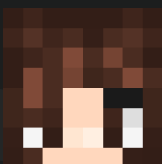
ddglfer: Hey y'all, I am ddgolfer and I am the Newsletter Lead! I hope you all enjoyed this month's edition!



Tortelett: festive pdf making noises



Sophie_OGrady: I edit the nl.

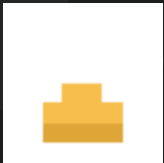


Marzie: For your safety, this product has been carefully removed from shelves and will be carefully disposed of.

Meet the Team



EmmaLie: Hiya! I'm Em and I'm the current admin for CoM & SM! My interests include stanning Taylor Swift, tryharding in Valorant, and eating pasta.



chhase: goose admin, editor, and staff statistics writer



Looof: we don't get paid



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

Meet the Team



WinteryOsprey38: Hey, I'm WinteryOsprey38! I'm a writer for the Newsletter and a big lover of sushi



Amg_: Hia, most of y'all probably know me already, but I'm Amg! I also go by Jake and I am a Staff Member and writer for the Newsletter.



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