

# MINEPLEX NEWSLETTER

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CREATED BY THE NEWSLETTER AND MEDIA STAFF

ISSUE 47

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# AUGUST EDITION

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# MINEPLEX: SIX YEARS IN THE MAKING

BY: SVEN

In May 2013, the Mineplex server was made public and its first game, Castle Siege, was released. It's hard to believe that Mineplex is already six years young! What better way to celebrate than by taking a trip down memory lane and recapping some of the most monumental events in our history? With that being said, grab your TARDIS, time turners, or another time traveling device and prepare to go back in the past...

**May, 2013** Mineplex, owned by Spu\_ and sterling\_, releases its first game, Castle Siege

**July, 2013** Mineplex merges with BetterMC

Chiss and defek7 become Mineplex owners

**October, 2013** Mineplex Anti-Cheat (MAC) beta released

**November, 2013** European servers released (eu.mineplex.com)

**July, 2014** Staff team restructure results in new Helper and Sr. Mod ranks

Spu\_ resigns from his positions at Mineplex

**August, 2014** Released statistics and achievements

**November, 2014** Mineplex merges with Red Warfare

**December, 2014** Legend rank released with Mineplex Player Servers (MPS) as a perk

**February, 2015** Old, Ancient, and Mythical Chests released

**May, 2015** Helper rank renamed to Trainee

**August, 2015** Hub tree removed

Added Carl the Creeper

**October, 2015** Mineplex reaches 43,033 concurrent players, breaking the world record

Titan rank added

**November, 2015** Clans Alpha released for Legend and Titan ranks

**February, 2016** Premium rank requirement removed from Trainee

**April, 2016** Clans Beta released for all players

**July, 2016** Mineplex Pocket Edition (PE) released

**August, 2016** New anti-cheat, GWEN, released

**September, 2016** Power Play Club subscription introduced

Omega Chests released

**October, 2016** Noble, Royal, and Imperial Crates added to PE

**December, 2016** Eternal rank added with Communities as a perk

# MINEPLEX: SIX YEARS IN THE MAKING

BY: SVEN

**January, 2017** Lord rank added to PE

**February, 2017** Chiss departs from Mineplex; AppleG and Strutt20 become owners  
US and EU servers temporarily merged, later reverted

**July, 2017** Mineplex Missions released

**September, 2017** Mineplex's Bedrock server released as an official Minecraft partner

**December, 2017** Duke/Duchess rank released on Bedrock along with Lady variant of Lord rank

**February, 2018** Mineplex removes some NPCs to focus on the core set of games

Java lobby redesigned with games sorted into Casual, Intermediate, and Hardcore

Mineplex Discord server publicly released

**May, 2018** Mineplex's TeamSpeak server closes

Trainee Management & Mod Coordination teams merge to form Staff Management

**June, 2018** Mineplex reaches 10,000 registered users in the official discord server

**July, 2018** Mineplex celebrates its fifth anniversary of operations

**September, 2018** The new Mineplex forums hosted on XenForo is released to the public; closing down the forums on the Enjin platform

**January, 2019** The old hub tree lobby was brought back with some new changes, and the queue system was changed to the new Butch system

**February, 2019** PewDiePie briefly joins the server during a highly viewed stream

**April, 2019** Clans Season 6 is released

A lot has happened in these past six years and we are so proud of the achievements we have made thus far as a community. Thanks for six great years, Mineplex, and here's to many more!



# STAFF MANAGEMENT INTERVIEWS

BY: XUMBREON

Staff Management (StM) consists of individuals who manage Trainees and Moderators on the Mineplex network. Each StM mentor has their own mentee group made up of both Trainees and Moderators. Their job is to guide these staff members throughout their journeys and help them reach any goals they might have, as well as dealing with any problems that might come up. StM runs a subteam called Mentoring Assistance (MA); members of this subteam are assigned to a mentor to help them with some mentoring tasks.

We were able to grab a mentor, korniDE, and an assistant, florence, to give more insight of what being a part of the team is all about!

**Why did you decide to go for StM/MA?**

**korniDE:** “I had been interested in joining a Sr. Mod team with mentoring staff as its main focus, primarily TM (Trainee Management) before the merge with MC (Moderator Coordination) into StM happened, ever since applying for Trainee myself. At the beginning, it was only a mere thought until I was actually accepted as a Trainee almost 3 years ago. All the tasks my MA (formerly TMA, Trainee Mentoring Assistant) completed for me and for the other Trainees fascinated me so much, I wanted to try out the job myself, and was curious enough to look behind the scenes. Fast forward half a year, applications for MCA (Moderator Coordination Assistance) opened up, my interests changed from mentoring Trainees through to Mods, now that I knew what being a Mod's like, and I was eager to finally apply! Upon my acceptance, I was and still am so grateful to be assigned to a mentor I share so many interests with. We were having so much fun working together, we even created our own website to alleviate some paper work, so that there's more time available for other tasks such as talking to our mentees more often. Unlike most other MAs, during my nearly 2-year service as an assistant (which is, by the way, believed to be a record a mentoring assistant ever established) I never left the mentor I was originally assigned to until another EU mentor was needed, following my Sr. Mod promotion.”

**florence:** “Having gone through three Trainee trials, I've had a lot of interactions with StM/TM, and I've seen and felt the sort of impact mentors and assistants can have on their mentees. I want to be able to encourage mentees to be the best they can be, guide them, and be there for them whenever they need it. Seeing people succeed brings me lots of joy, and being an MA puts me in the perfection position to be able to help staff members accomplish their goals.”

# STAFF MANAGEMENT INTERVIEWS

BY: XUMBREON

**What does your work look like on a day-to-day basis?**

**korniDE:** “Whenever I wake up in the morning, I need to reply to a dozen Slack messages first, Slack is our main communication platform on the staff team, before moving onto other tasks. These may include posting / grading a new QOTD, processing Trainee SRs, and answering questions any mentee may have!”

**florence:** “I usually start my day off by doing SRs. I check the Trello board for any updates and do other Trello-related work for other teams. After that I take a break and usually post the QOTD then or a few hours later. I'll sometimes check-in on mentees and ask how they're doing and give them feedback on SRs. Then if I have time at the end of the day, I'll hop on the server and conduct super duper secret observations!”

**What do you enjoy most about being a member of StM/MA?**

**korniDE:** “What I enjoy most are the countless accomplishments we achieve every day whilst mentoring our Trainees / Mods. Whether it's a Trainee making progress in something they have been struggling with or a Mod approaching a task they didn't entrust themselves with at the beginning: anything, no matter how small it is, is valued and appreciated. From a mentor's perspective, we all have a passion for continuously improving one own's mentoring system to make the mentoring process for both mentees and the team more fulfilling. Every mentor's got their own methods for pursuing that passion, it's just a matter of creativity to figure out how you want to do it! I'm personally doing this by further developing our custom site and working on collaboration projects with other mentors.”

**florence:** “I really enjoy the interactions I have with my mentees. It is an incredible thing watching them grow throughout their staff journey and seeing all of their accomplishments.”

**What is one word of advice you would give to aspiring members of StM/MA?**

**korniDE:** “To the people that are interested in mentoring, if you're not doing so already, I recommend going around helping people whenever you can, whether it be your classmates in school or colleagues at work, as it earns you plenty of experience, expanding your social skills, which are useful in getting along with your future mentees.”

**florence:** “MA is a lot of work and a very long commitment! Definitely know what you are getting yourself into before aiming for the position. Don't let that scare you though. It's a great team with great people, and it's a rewarding experience that will allow you to create a big impact within and outside the staff team.”

We can't thank these two enough for all the work they put into Staff Management, as well as everyone else apart of the team. The StM team demands a ton of dedication; yet it seems as though it is extremely rewarding. If you're thinking of applying, go for it!

You can read more about Staff Management and what each member does on this thread - <https://www.mineplex.com/threads/staff-management-introduction.31002>

# NEW GWEN DEVELOPER!

BY: XUMBREON, SPOILER

It is the moment that many players have been waiting for... After months of having no developer for GWEN, the Mineplex anti-cheat, we finally acquired one on July 5th! There had been a ton of hard work behind the scenes trying to get GWEN in the proper shape, and it finally paid off when ToonBasic was hired to be the anti-cheat developer.

ToonBasic's responsibility is to ensure that GWEN is in proper working order, as well as possibly adding exciting new features.

We were able to hail him down for a short interview on his thoughts about being our newest developer, as well as what he hopes to do in his new position.

**What are your overall thoughts on GWEN currently?**

**ToonBasic:** "For what it is, it's decent. It averages a fair number of bans per day while maintaining a decently low false ban count, though a lot of checks such as movement need a re-working which is what I am already working on."

**How do you seek to improve our current anti-cheat?**

**ToonBasic:** "For one, I plan on tearing apart the old movement and combat checks and replacing them with better ones that'll detect current day clients such as Sigma, Liquidbounce, Exhibition, etc. I also plan on adding a lot of other features as well that can benefit both us developers, QA and staff in determining whether a player is truly hacking or not (Along with a lag system to help determine even more)."

**Do you have anything specific planned GWEN in the near future?**

**ToonBasic:** "A lot of updates and fixes."

We cannot thank ToonBasic enough for taking the time to answer our questions. Here's to looking forward to some exciting GWEN updates!

Want more information about our newest developer? Feel free to check out his introductory thread here: <https://www.mineplex.com/threads/anticheat-hiring-information.53235>



# MINEPLEX BUILD TEAM!

BY: EMILIEE

Did you know that there are 806 live maps on Mineplex? There are multiple different databases which maps are sorted into; casual, intermediate, hardcore, MPS games, and Nano Games. Our build team is very hardworking and dedicated; they are always releasing new maps for everyone to enjoy!

Members of the Mineplex Build Team have a lot more responsibilities than just building - there are multiple subteams available for builders to join!

**Builder Applications Team:** As the name implies, this subteam is in charge of builder applications. They work hard to make sure that all builders accepted onto the team are up to standard, as well as assisting those who need a little extra help to join in the future!

**Map Submissions Team:** The Map Submissions Team goes through all community submitted maps and make edits to help ensure that the map will be accepted!

**Map Issues Team:** This subteam makes sure that all existing maps stay up to par. Members of this team help rebalance maps and fix problems that were accidentally overlooked during map testing!

There is even a sub-team team community members can join! The Map Tester team's job is to analyze and give feedback on maps that were created by the community and the Build Team to ensure they are up to standard.

**You can apply for Map Tester here:**

<https://www.mineplex.com/applicationform/map-tester.20/form>

**You can find more information on the build team here:**

<https://www.mineplex.com/forums/build-team-docs.46>

**and you can apply to become a Builder by heading over to:**

<https://www.mineplex.com/buildteamapplication>

The Newsletter team would love to give a huge thanks to all of our amazing Builders. They put lots of hard work towards the server making sure our community always have new maps to enjoy!



# SUMMER ART COMPETITION!

BY: EMILIEE

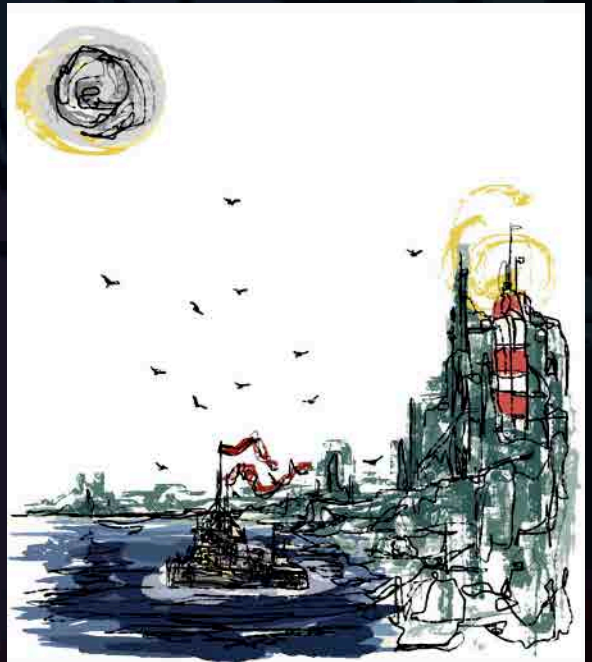
Summer vacation is all about beach trips, late nights, and spending time with loved ones. At the beginning of the summer, we held a summer themed art contest for all of our creative community members! And the winners are...



**First Place**  
**Melons by the Sunset, Prince\_Hoshi & Vocaloiid**



**Second Place: Sand Surfing by Smaland47**



**Third Place: Felix by IntoRainbows**

A huge congratulations to all of those who won, your Mythical Chests will be given to you shortly! Thanks to everyone who entered, this contest could not have happened without you.

## Honorable Mentions:

rosmeme: <https://imgur.com/a/jlaey53>

ACgamer9: <https://imgur.com/gallery/lgjwbIM>

Zippso: <https://imgur.com/lx6WZ4g>

joerock777: <https://imgur.com/FLJMkYe>

# FEATURING LEVEL 100S!

BY: ARJUN

Whenever you are on the server, whether you are playing a game or even just conversing in a lobby, you may come across some players who are network level 100. These players have dedicated a large amount of time to the server and have played thousands of games. In this article, we decided to find some active level 100s and gain some insight into what keeps them so active!

**enderbrine:** “I went for level 100 because I got a high-ish level just by playing on the server a lot and knew that not many people had level 100 at the time. I thought having it would be cool because it was uncommon and I really wanted to be the 100th to get it which I did end up achieving. I've stayed on the server because of many of the unique games such as The Bridges and Champions that i really never get bored of playing. Being level 100 is nice because of all the level colors as well, but if I'm being honest, having the level isn't really that fun. Being level 100 comes with a lot of negative comments; like calling me a no-life or tryhard, and I get targeted in a lot of my games. However, I'm able to ignore it. Finally, I thought getting level 100 with no rank would be cool because it disproves the whole “pay to win” thing.”

**FairestLordHarry:** “I ended up going for level 100 because over time, I became a more experienced player, especially at Skywars (to the point where I got into the top 10 in wins), and I knew that I would reach that goal if I played enough. I've stayed around a long time mainly to help out and give back to the community as a staff member, but also to reach my goals both within the staff team and outside of it. Overall, now that I'm level 100 I like being able to focus more on work related to the staff team rather than just playing games as much as possible to level up as quickly as possible.”

**rqil:** “I personally played a lot to the point where in 2015, I was considered a high level which was around the level 50s. Level 100 was a plausible achievement to get, and many of the OG level 100s, most of whom are long gone now, became the people who I wanted to be like. Most of this inspiration to grind towards it were from watching the milestone videos people posted on youtube, such as Blazespot's, StoneColdKiller's, DraZZeLxCaMZZ, and many more as well as content similar to what SJ Gaming Boys used to post which consisted of updates on Mineplex records, videos on specific stats, playing with notable players, and more. I ended up getting level 100 in January of 2017, still within the top 100 to achieve level 100. That was a while ago, and I'm still around today because of the amazing people I've met both on the way towards the achievement, as well as afterwards (The level 100 discord > all) along with the passion to keep playing that I've never really lost even after achieving it. There's nothing really specific that I like about being level 100, but if I had to choose one thing, I'd have to say being able to meet great people is the best part about it.”



# FEATURING LEVEL 100S!

BY: ARJUN

**FuzzyJunior:** “Ever since I've been young, I've always been one to try hard levels/achievements in every game I play, so when I saw that I could spend an inordinate amount of time working towards a special achievement such as that, I was quickly hooked. At some points I was crazily motivated to level up, earning upwards of 75 thousand experience points a day. At other times, due to the sheer amount of patience it takes to eventually reach level 100, I often strayed away from my goal. Regardless of this, I was always intent on eventually achieving this dream that's been in the back or front of my head for years. To be frank, there's really not much special with being level 100 (at least in the eyes of people other than myself) because, for one, there's nearly 500 of us, and for two, it's simply 3 digits next to my name. The simple feeling I gain when I reflect on the journey I've gone on, the friends I've made, and the memories I've made are enough personal gain for me, and that's by far the most special part. Although I know how tough it is to gain EXP these days due to a multitude of reasons, I'd always encourage those looking to become a level 100 to chase that dream.”

**Tweatz:** “Ever since I reached level 20 and my level changed color, I knew I needed to reach level 100 and that became my goal. I was playing on a daily basis to achieve that goal, and well, I guess I always wanted to be special in some way. My friends and community in general have kept me here on Mineplex. I met a lot of friends on Mineplex and even met some of them in real life, which I didn't even think was possible. I met people from all around the world and learned about their culture, language etc. People here are so nice and I've always had a lot of fun on Mineplex which is another reason as to why I stick around. Being Level 100 is a great thing, but there is nothing in particular that I like about having the level. As I said, achieving the level was one of my goals from the very beginning and I'm just happy that I've completed it! If you follow your dreams and goals and invest time and effort in this you will definitely be successful in anything you do.”

We thank all five of these amazing and dedicated individuals for spending their time talking about their experiences. If you're trying to achieve level 100, we wish you the best of luck!

# JULY STAFF STATISTICS!

BY: HUSKIEALS

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

## Promotions:

### Java Trainee

July 13 - CowHatake, Daejoi, Noodlezz, Tripsy

July 20 - 2400, Hestong, JYTG, SourSky, SpikeCreates

### Bedrock Trainee

July 20 - iKarambit

### Java Mod

July 6 - Epicbuilder435

July 13 - Hulk\_

July 20 - AceSJus, Alundor, Crazyy\_Tim, Tours

July 27 - PieOrPi

### Bedrock Mod

July 7 - ClqssyOwl, Reks Nz

July 13 - DiddyYT

July 27 - ShqdyMC

## 1 Year Milestones:

July 7 - DanielW231

July 21 - xxSkillzmasterz

## 2 Year Milestones:

July 28 - Flaym

## 3 Year Milestones:

July 8 - BreezeBlockss

July 22 - Islendingurinn

July 29 - KawaiiLovi

## Resignations:

July 4 - BatTheFox

July 6 - CloudGamer360 (Staff Management)

July 6 - FabianTuck (Social Media)

July 11 - xMini (Social Media)

July 28 - Puffiest



# GUESS THE LOCATION!

BY: ARJUN

As a new season begins, you may feel the desire to change up your selected cosmetics and particles to match your new vibe. If you are running low on cosmetics and are hoping to find some in treasure chests, you might be in luck. You can get two Mythical Chests just from winning this month's Guess The Location!

We have gone around in the lobby and found a pretty secret area to capture, so if you think you have the skills and a strong knowledge of the lobby, then go ahead and give it a shot! Just locate where the screenshot was taken, click the form below, and give us your best description of where the location is. Remember, the better the description, the better your chances of winning! Good luck!

Where was this image taken?



Give us your best answer here: <https://forms.gle/MyACp55GKBWjpWAx7>

Finally, we'd like to acknowledge last month's winners. Congratulations to:

Nicodami  
Cloudlime  
Jaekub

# CAPTION THE IMAGE!

BY: SHAIYM

As time passes by, there are still many things left to do within the change of seasons, such as hanging out with friends or playing games. Yet, we sometimes get trapped in a state of boredom with nothing to do. Luckily, for this month, we have another Caption the Image! This is a chance for you to express your creativity with just a few words. All you have to do is take a look at the picture down below and come up with a humorous, silly, exciting, or any type of caption that best fits the image. When you have your caption ready, send it over to us through the link provided below and you could be featured in next month's issue! Are you ready? If so, send us your best shot!

This is the image you will be captioning this month:



Submit your wonderful captions here: <https://forms.gle/yevq1DD6oBdmSreV6>

Here are some of the best captions provided by our readers from last month's Caption the Image and the image they captioned:



**Tours:** "hi sis welcome to my lab, grab yourself a coat and get ready, they're waiting for you outside: it's showtime."

**allumee:** "Observe the brewing stands, this is where I create the perfect unibrow-growing formula... can't you tell?"

**Citrin:** "Welcome, to the world of Pokemon!"

# NEWSLETTER TEAM REFLECTION

BY: SOPHIE\_OGRADY

In this month's issue, the Newsletter Team is excited to share with you some changes and new initiatives that will allow us to cater the newsletter to you, the readers.

Upon reflecting in recent months, the Newsletter Team has decided that something we need to focus on more is community engagement. Since the team was established in 2015, creating a newsletter that players were excited to read every month has been our main goal. To complement this, we also want to ensure high quality, relevancy and organization for a smooth release.

To better gauge what we need to improve on, the team recently released a feedback form which asks questions about your overall thoughts on the newsletter, as well as if you believe we are achieving our team goals. **If you have not done so already, we would encourage you to share your overall thoughts on the newsletter here: <https://forms.gle/bMmwsePex9ZgEV2x7>**

So far, the feedback we have received has been incredibly beneficial and we have already started taking it on-board for future changes. In order to be transparent, we have opted to share the data we have received in hopes to make the discussion a two-way street between the team and the community. At the time of publication, the quality of the newsletter had a median rating of 8, the relevancy had a rating of 6.5, and the overall satisfaction was rated a 7. In conjunction with the comments, we noted that relevancy is an area in which we can improve. Specifically, focusing more on the community as a whole, including our Bedrock readers. We have already started discussing ways in which we can do this, including some of your ideas. More information on these changes will be released soon!

While the quality of the newsletter was rated fairly high among most of our readers, we still believe improvements can be made. Therefore, we have made some internal adjustments. Stricter deadlines and quotas have been put into place to ensure a smooth release on the first of every month. We will also be introducing an internal style guide, ensuring consistency in our articles in regards to both writing and editing.

Another team initiative is to include a feedback form at the end of each issue, starting today. This will allow us to gather more specific feedback on each newsletter so we can continue to improve every month, and we will be doing this in conjunction with the release of a larger feedback form which will happen less frequently. **For this month, the issue-specific feedback form can be found here: <https://forms.gle/rcy895qUohmnEYs49>**

We value the time you spend each month to read the Newsletter, and we hope these new initiatives will reflect in future issues.

**PAGE THIRTEEN**



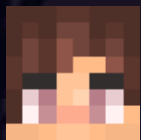
# NEWSLETTER STAFF BIOS



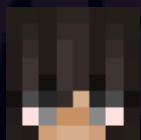
**Tortelett:** Hi I made the pdf this month.



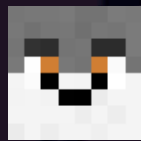
**Enunciated:** Hello! I'm Enunciated, one of the managers for the Newsletter. I'm currently a Sr.Moderator who is on a variety of teams including the Newsletter. Outside of Mineplex, I enjoy biking, hanging out with friends, and swimming. I'm always up for meeting new people and love playing games such as Overwatch or Destiny in my free time & can usually be found in Nano Games, so don't be afraid to say hi!



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



**Emiliee:** Hey, my name is Emilie! I'm a Mineplex Titan and a writer for the Newsletter. I'm also a previous Social Media Sr.Mod. Outside of Mineplex, I am a psychology major on a pre-med track. I am currently a research assistant researching new anxiety treatment methods as well! Hope you enjoy this issue!



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



**flawsome:** I'm a writer for this thing called the Mineplex Newsletter, don't know if you've heard of it but I heard it's pretty cool. I also love dogs and food... and that's about it. Party! xo



**Spoiler:** Hi! I'm Spoiler, an 18 year old writer and editor for Mineplex's newsletter program. As I now officially graduated high school, I will be a freshman at Stony Brook University beginning this fall. Currently however, I'm not exactly sure what I'll be pursuing. Feel free to check the "information" section of my profile to learn more about me!



**AGLThree:** Hola! I'm AGLThree and I am a writer and editor for the Newsletter! I'm currently a Sr. Mod on Recruitment and am on two subteams, including Newsletter. Outside of Mineplex, I enjoy chilling with my dog and my family, as well as watching Netflix, reading, writing, and going on walks or runs. If you see me around on the network, feel free to say hi!



# NEWSLETTER STAFF BIOS



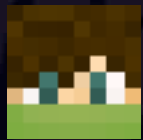
**xUmbreon:** Hello! I'm Umbreon, but feel free to call me Alex. I'm currently a Sr. Mod on the Staff Management team, as well as a writer for the Newsletter. When I'm not on Mineplex, I'm usually playing tennis, hanging out with friends, playing Pokemon, or playing with my two cats. Feel free to say hi whenever you see me! :)



**Arjun:** Yo! I'm Arjun and I'm a Moderator here on Mineplex. I spend most of my time playing games on the server and dedicating my efforts to my subteams; RA, RP, NL, GI, and CCC. 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!



**DeMotD:** Hi there! My name is DeMotD and I'm currently a Mineplex trainee! I am a part of the Newsletter team as an editor and writer. You can usually find me moderating lobbies or grinding Cake Wars! In my free time, I like to play a lot of Destiny and Beat Saber. Feel free to say hi to me if you ever find me in game!



**Sven:** Bonjour everyone! My name is Sven and I am a moderator and a mentoring assistant here on Mineplex. When I am not busy writing and editing articles, you can catch me hanging out in Lobby 1 or sweating in an intense game of Super Smash Mobs. Anywho, I hope you enjoy this month's issue!



**Shaiym:** Hello gamers! I'm Shaiym and I'm a writer for the Newsletter. I'm currently a Moderator here on Mineplex, as well as a member of IT, EA, and RP. You'll most likely see me playing some Nano Games on the network or discussing ideas on the forums. If you see me around, don't be afraid to say hi!



**Sophie\_OGrady:** I'm an editor for the newsletter, an ex-staff member and a member of the Game Insights and Map Testing teams. You can find me around the forums and chatting on the discord!



**IntoRainbows:** I wrote this bio in unicorn tears. It is now pretty.