

# MINEPLEX

## NEWSLETTER



**Issue 58**  
**July 2020**

New Admins, Bedrock Revamped,  
All About Mineplex Events, 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

Over the past month, there have been many updates across the network, ranging from a revamp of the Bedrock server to major changes in leadership across several teams. As always, the Newsletter team recognizes that players on Mineplex have a variety of opinions on the state of the server and the updates released. In this edition, we hope to offer clear and complete overviews of major changes from this month and give readers the opportunity to hear more opinions, even those different from their own.

On the topic of providing a range of opinions to our readers, I would like to remind all of you that if you have any suggestions for articles, you should utilize our Suggestions Box! The team is more than happy to read through your ideas and possibly work with you on producing an article that covers a topic that you feel passionate about. We hope to write articles that are relevant to multiple areas of the network, and

if there is a specific topic that you feel we have neglected, we would greatly appreciate your feedback or suggestion! As a reminder from last month, if you have an idea for a contest that might replace Impact Poetry, please submit your suggestion!

Again, I would like to encourage all of you to take time to find an activity where you can relax and enjoy yourself. It's easy to get caught up in stress and drama, so spending some time dedicated to your own well-being is important.

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

Stay safe and take care of yourselves!

- **AGLThree, Newsletter Program Manager**

# New Admins

By neotheater & WowCaleb

New month, new Admins! On the 2nd of June 2020, Mineplex welcomed two new members onto the Admin team: **Flaym**, who will be leading the Clans Management team and **Islendingurinn**, who will be leading the Recruitment team. With both of them having been on their respective teams for years, gaining knowledge and experience along the way, the Leadership Team (LT) came to the decision that they would be the perfect candidates for the Admin position.

Whether you love them or hate them, Admins are just regular people who want to help make a difference in the Mineplex community. As writers for the Newsletter, we both thought it would be a good idea to give readers a chance to get to know these two individuals for who they really are. In this article, we will be taking a closer look at not only them, but their plans for their new positions along with how they feel about it all.

We asked both of them to write a mini-introduction as we dive into a more in-depth look of the real people behind the keyboard. We will later learn all

about their individual Mineplex journeys and how they contribute to the network, but this is an opportunity to discover more about what they do outside of it. Our Admins do have a life outside of processing Trainee applications and improving the Clans gamemode and have agreed to tell us about it.

**Flaym:** “Hi! So I’m Flaym, and I’m currently a 17-year-old living in London. Aside from Mineplex, my main hobby is music - I currently play the piano and sing, and generally, just enjoy listening to music a lot! I’m also very passionate about science (currently studying physics, chemistry, maths, and biology), and hope to pursue science as a career following university. As for sports, I’m not particularly active but I play tennis and go indoor climbing every week and also enjoy going for short walks when I’m bored or need some fresh air. I enjoy talking to people and helping out wherever possible, which was one of the reasons I ended up joining the staff team in the first place.”

**Islendingurinn:** “Hi hello, I’m originally from Iceland but am currently living in Denmark. I’m studying computer



science at the university level and hoping to move into the field of machine learning in the very far away future. Outside of Mineplex, I just mostly play random games here and there, listen to music or study.”

Before we began the interview with them, we asked both of our new Admins what they are asked most by the community. Much excitement has been generated since their promotions, and they have had to endure many questions from our community members. Perhaps it will even be the question that you are on the verge of asking right now - that is, if the Clans map reset is on your mind, or Islendingurinn’s username just confuses you beyond measure. Fortunately for us, they have shed light on both!

**Flaym:** “Since my promotion, I’d say the most common question has to be ‘When’s the map reset?’, and I’ve been receiving many questions from people - related to other things as well as Clans - due to my higher position. I enjoy answering questions and helping out, and I definitely wouldn’t have been this busy a few weeks prior. The community is very interested in my plans and I’m hoping I can provide them with the best Clans experience possible.”

**Islendingurinn:** “How to pronounce my name. It’s difficult to explain without giving a lesson in Icelandic, lol. But it means “The Iclander”, so that’s that.”



### Flaym - Clans Management

Flaym began his Staff journey on July 29th, 2017, when he was promoted to Trainee. It was only after his trial and promotion to Moderator on October 15th that many new doors opened for him. Flaym joined several sub-teams along the way, but he discovered his true passion in March 2018, when he joined the Clans Management Assistance (CMA) team. His interest in Clans peaked as he was able to moderate its servers and contribute to general discussions about potential improvements. After many months of actively participating within the

community and upholding the quality surrounding Clans as a CMA, it was time for Flaym to take it to the next level. He was promoted to Senior Moderator on the Clans Management (CM) team on July 24th, 2018 - almost a year from when his Staff journey began. Nearly two years later, his hard work and dedication was rewarded when he was promoted to the Admin position.

As Trainees, everyone begins with that bright orange tag that symbolises the beginning of their journey as a staff member on Mineplex. Many climb the ladder to Moderator and Senior Moderator positions, though usually remain volunteer staff members until their journey comes to an end. Very few of us can imagine ever having a red Admin tag in front of our name, and Flaym was no exception. We asked him if he ever thought this moment would come.

**Flaym:** “I definitely didn’t see myself going very far when I initially applied for staff back in 2017, but I’ve never really been the kind of person to focus heavily on the future either. Back then I was 14 and all I really wanted to do was make a difference - I guess that was what drove me to expand my work on the staff team as time went on and eventually lead me

to where I am now.”

Flaym’s response teaches us that almost anything is possible on the staff team if you have the right intentions and are dedicated to the Mineplex network. He did not have to plan for the future in order to achieve this promotion, but instead, he lived in the present and was solely set on giving back to the community in any way he could. This proves that what goes around comes around, for after many years of fulfilling his roles on the CMA and CM team with no other aim than to benefit the community, he was justly rewarded.

If you ask any member of the Clans community, they would agree that it was only a matter of time before Flaym’s promotion to Admin. This was his second time advancing to the interview stage for the Admin position - the opportunity had arisen before in August 2019, when mepman9 stepped down and a new candidate had to be chosen. GrandpaNguyen was selected that time around, but Flaym maintained his hard work and drive for Clans, and eventually became Grandpa’s successor.

As Flaym is now in charge of Clans, it is up to him to make any decisions regarding the gamemode. These

will be assisted by the CM and CMA teams, but at the end of the day, he is responsible for turning ideas into reality and implementing such plans. The community has already expressed their concerns about the current state of Clans, so we asked Flaym what changes he is aiming to make to the CM team and to Clans.

**Flaym:** “I have a lot of things planned for Clans and the staff team and community surrounding it! I’ve already begun working on lots of internal changes, such as the rulebook, documentation, and some restructuring, which are all very necessary changes for Clans moving forwards. The map reset is something I know the community is also very interested in knowing about, and the focus on that will mainly take place after a lot of internal changes have occurred, but discussions within CM and the Clans Insights team have already taken place and we have a lot of ideas for bringing new content if the right opportunities arise. The current estimation is that we’ll have some news for the public in a few weeks, but nothing’s guaranteed and it will depend on several things.”

It is widely acknowledged that the Clans community has been anticipating these upcoming changes, and should

be relieved that Flaym has recognised their need to be implemented. If you connect to any Clans server, the map reset is most certainly a topic you will encounter. Flaym having addressed this in his response should sustain the community until the reset actually takes place. The rulebook is also a popular subject among those who are familiar with it, which is why everyone will be looking forward to seeing structural changes take place.

As previously mentioned, the community has no end of questions to ask Flaym, as the responsibility of Clans Admin now rests on his shoulders. Some are demanding for certain changes to be made; some want to know why they cannot happen straight away. To cover all of this, we asked Flaym to speak to the community, and tell all Newsletter readers and Clans enthusiasts one thing he deems important.

**Flaym:** “If I could say one thing to the community, it’d probably be “be patient!”; I have big plans but they’ll take a while to implement despite the hard work the Clans Team and others are putting in. I need to make sure we’re in the best position possible to decide to reset the map and eventually release a date to the public. The time

taken to make these changes will affect the quality of them, and I think most people will agree that quality outweighs speed. If everything we have planned turns out to be possible, the community will definitely be surprised by how much we end up changing.”

These changes take time to be made, and they will not happen overnight. None of them would be possible without the combined work ethic of the CM, CMA and unofficial Clans Insights (CI) team, who take it upon themselves to suggest new and original plans for the gamemode. If the community can place their trust in our new Clans Admin and be confident that only the best decisions will be made, rest assured the Clans team will try their best to deliver the best final product to everybody.

While Flaym’s Staff journey began three years ago, his journey as an Admin is only just beginning. He is a few weeks into his new position, but there is still so much more he has to discover about it. Many might say that he has only gotten a flavour of what the role will be like, and as time wears on, there will be many more opportunities for him to make a difference as an Admin. We asked Flaym to look to the future and tell us about what he is most looking forward to.

**Flaym:** “The thing I’m looking forward to the most and have already had a taste of is having the opportunity to interact with so many people! Clans as a project is a team effort and, so far, I’ve been enjoying working alongside different members of the Clans Team as well as other teams such as Clans Insights. I can’t wait to interact with the community on a greater level, as well as get to know the other members of the Admin Team since they’re amazing people.”

We would like to thank Flaym for answering these questions and providing us with some insight into his role as our Clans Admin. His hard work and dedication throughout the years played a huge part in determining his promotion to his new position, and if the community has anything to say about it, it was just the promotion they had been waiting for. We are all looking forward to seeing what Flaym has to bring to the Clans community and the Admin team in the near future! For anyone looking to learn more about Clans Management, feel free to check out their official [Introduction Thread](#) over on the Forums.





### Islendingurinn - Recruitment

Islendingurinn's staff journey began about a year before Flaym's, on July 22nd 2016, where he was accepted as a Trainee and not long after, as a member of Reports Patrol. After his early promotion to Moderator on August 28th, he became a Karaoke Host and thoroughly enjoyed working behind the scenes in the event. Internal influences made it so he had to depart from the Staff team in January 2017. After his resignation, a good friend of his convinced him to return to the network only a few months after and he reinstated as a Moderator in May 2017 with a goal of making it onto the Recruitment team one day. Here we are, three years on from that, with a new Recruitment Admin. We asked if he would ever have imagined that one

day he would be in the position he is currently.

**Islendingurinn:** "Nah not at all, haha. A lot of moving pieces have to come together at the right time for an Admin promotion so it's definitely not something you should expect coming into it. It's at least nothing I saw coming or expected when I joined the staff team."

Like Flaym, Islendingurinn was solely focused on improving the quality of life on the Mineplex network, hoping to make a difference during his time on the staff team. After recently stepping up to claim his position as the Recruitment Admin, we have no doubt that he went above and beyond in achieving his goals, and accomplished more than he ever could have imagined.

Islendingurinn had been the Recruitment Assistance, Reinstatement, Blacklist and Recruitment Manager before he was invited onto the Admin team. Meaning, he had been helping the former Recruitment Admin, DeanTM, out with the running of the team awhile beforehand. He will be continuing to make sure that Recruitment is still running smoothly and aims to keep

doing the work he normally would, such as conducting Trainee interviews.

Islendingurinn has been heavily involved in the management of Recruitment for years, and is one of our most experienced Recruiters. As mentioned, he has worked closely with DeanTM to make any significant changes and improvements to the team. The tables have turned, as the power to make such decisions lies in his hands - it will now be the other Recruiters and RAs that assist him in making them. We asked him if there were any such changes he plans to make to the team now that he is an Admin.

**Islendingurinn:** "I mean in terms of Recruitment, there's not a lot of changes that I'm looking to do. I've been managing a bunch of the processes before so for me an Admin promotion doesn't really change a lot in regards to that. I've mostly been working on internal changes ever since I took on the Recruitment manager role, which included quota changes and further activity logging. Now, however, mostly my focus is working on RA changes with AGLThree as we're looking to bring more people onto that team, along with moving around internal documents. As for the Recruitment process itself there

aren't many changes that I do want to make, it's something I've been working with for the better part of three years so I've already had a bunch of influence on it, though I do want to expand our scouting/recruitment processes to hopefully give opportunities to the nice and helpful people on the network who may not be aware of our application process."

Despite how Recruitment will not undergo any huge changes, in his new position as Admin, he tells us that he's hoping to be as "approachable" as possible, encouraging players to come to him if "anyone wants to contact [him] regarding the Recruitment process or any suggestions they might have" to improve how the team runs. Our various teams and subteams at Mineplex could not operate without the feedback we receive from the community, and so it is vital to share any suggestions or ideas to improve the running of the team.

Without question, many new doors open when one is promoted to the Admin of their team. You climb another step of the ladder that represents the Mineplex staff hierarchy, and with this, comes great responsibility. Duties aside, it also provides further opportunity to connect with the community and the

rest of the team, including the rest of the Admins and higher-ups. We asked Islendingurinn what part of his new position he is most looking forward to.

**Islendingurinn:** “There’s not a lot of stuff changing for me in terms of Recruitment, since I’ve already been taking on those roles over time. However, it’ll be interesting to take on a more general administrator role around the network that doesn’t necessarily have anything to do with Recruitment. So, yeah, those duties I’m looking forward to getting more familiar with and doing.”

As Islendingurinn has said, the Admin role does not just entail work related to the Senior Moderator team they manage. For example, they must attend Admin meetings with the rest of the team to have a say in any major decisions that might affect the community or staff team as a whole. Islendingurinn will have a chance to get involved in similar things outside of his team, which will bring quite a change to his workload and diversify his duties.

Even as Trainee applicants, everyone has their own traits and characteristics that make them stand out from the crowd, and appear as unique

individuals, each with something different to offer. While we all have our weaknesses, we have our strengths too, which shape us as the individuals we are. We asked Islendingurinn to focus on what he feels are his best qualities and how he uses them to make a difference both on the staff team and in life.

**Islendingurinn:** “I’d like to think it’s how I balance my work. I’m maybe not the flashiest person who tops the charts every month, but I’ll always contribute to the places that need contributing and help maintain a good balance between everything. If someone doesn’t want to do something I’m usually happy to take it over.”

The strength Islendingurinn described above is highly valued on Recruitment, as there are many tasks that must be undertaken as part of the internal work of the team. All members of the team should be well-equipped with an understanding of how to balance their workload, and this proves as beneficial in the real world as much as it does in the virtual one. Many of us must learn how to balance our daily lives with work, and if you can do so, it goes a long way for the future.

Anyone who has been part of Mineplex for a while now can confidently say they have made memories along the way. Some might be good, some not so good, but most of us have had an experience that made us smile. Many changes have taken place on the network over the years, but memories last forever and we will never forget them. Islendingurinn has agreed to share his fondest Mineplex memory that he still looks back on and cherishes to this day.

**Islendingurinn:** “I’ve actually got two. I’ve got one of me being early promoted to Mod in an all staff meeting during 2016 which was pretty amazing to me at the time. Another one would be my Recruiter promotion at a TAP in 2017. I

got Mod of the Month just a couple of minutes before being promoted to Sr. Mod. It was wild.”

A huge thank you to both of our new Admins for taking part in the interview, for this article would not have been possible without their say in it. We hope the article was able to help you, our readers, to get to know these two individuals better and learn something new about them. Their stories should serve as inspiration for those who hope to join the staff team and advance in the ranks themselves. Flaym and Islendingurinn’s doors are always open for questions or concerns, and they both encourage you to approach them if you ever have any.





# Bedrock Revamped

By jacvb & V3riity

The 2nd of June, 2020 was a huge day for Mineplex's Bedrock server. After several months without receiving any major updates to the network, the beginning of June brought a major change evident from the moment one spawns in the hub.

The Bedrock server has a much different community than Mineplex's Java network. As an Official Microsoft Partner, the community is filled with new players joining daily in addition to those that have been with the server since the beginning. Additionally, the average age on Bedrock is lower than that on Java. Due to Minecraft's "Better Together" update in September of 2017, players on several devices including the Nintendo Switch, Mobile on iOS and Android, and Windows 10 are all able to connect and play together online. That said, it is easy to identify the extreme difference between the Bedrock and Java communities. Due to the differences in playerbase, it was clear that there needed to be a change in Bedrock's overall mechanics and visuals.

The update to the network is apparent immediately upon joining the server. Instead of seeing the dull, old, medieval-themed and relatively small lobby, players spawn in a large, bright city with skyscrapers of all colors. Unlike the old lobby that was lacking in places to discover, the new one is filled with interesting sites like a space needle, a hotel, and even a pool to keep players exploring and running around without end.

In addition to the hub's redesign, there were also some minor changes. Similar to Java, a parkour was introduced to the hub for players to enjoy while hanging out with friends or simply exploring. Carl the Creeper now has a new design as well, which was updated to include leaderboards and cosmetics, giving players more to do when taking a peak at Carl. In addition, a weekly treasure hunt was added to give players something to look forward to each week. After finding all of the hidden treasure, players receive a crate, which in addition to monthly rewards has been changed to be deposited directly into accounts instead of needing to be claimed manually. Bedrock's newest

game, Skyblock, is now open to the public instead of requiring a rank to play, and many cosmetics that were often viewed incorrectly or did not work were fixed to be displayed properly. Several small things were changed in the hub with the redesign, but together they make one's experience much more pleasant.

One of Bedrock's most popular games, Skywars, was redesigned. After understanding the different mechanics that Bedrock has when compared to Java, it became evident that the entire game needed to be revamped so that it would be more suitable for Bedrock's audience. Instead of copying the version that Java had, which was originally done when Bedrock Skywars was created, the gamemode was created from the ground up, making sure that it was designed to be more enjoyable for the average player on Bedrock. Primarily, this consisted of focusing on simplicity and keeping the basic functionalities in-tact. Zombies, which have often been at the center of controversy due to dealing an extraordinary amount of damage and also having large numbers of them in games, were finally removed — allowing for better PvP at the middle island. However, since simplicity was a major

factor in this update, Skywars kits were also eliminated. This means that all players have the same abilities from the beginning to the end, ensuring that no single kit could be too overpowering when compared to the rest. Additionally, several bugs that were apparent with the kits, such as Safe Teleport not working, were no longer occurring due to their removal. Though these changes are not a perfect solution, such a resolve will likely never exist; there will always be different groups arguing for different things to happen with the gamemodes. Focusing on simplicity when changing Skywars meant that the player-base was put first, setting a precedent for future updates to games.

Other games, including both Speed Builders and Cake Wars, received updates too. Though they were focused more around bug fixes, the updates make the games more enjoyable for all players. In Speed Builders, it was typical to see an issue involving having a “very long time remaining” to continue playing and essentially ending the game. This game-breaking issue has since been resolved, and players are free to build as fast as they can without worry.

Cake Wars' most notable change is the fixing of Rune of Holdings, which was updated to work every time. As for the other changes, smaller bugs were fixed such as incorrect languages being displayed for purchases in Cake Wars and random Steves appearing on Speed Builder islands before GWEN blew them up. The corrections for these issues will make the games more playable and enjoyable in the future.

While some games received updates, there was a significant amount of criticism about the games removed from the Bedrock network. Among these removed games were Survival Games, Mixed Arcade, Skyfall, and Factions, which angered several community members who have been playing these games since they came out. However, there was a reason for their removal. According to OneThousand, the development leader for both Mineplex's Java and Bedrock servers, these games were removed because he "didn't feel that they were up to a good quality of standard." He also stated that "if there is a demand for it, we will certainly consider re-working certain games & bringing them back."

To find out more about the impact of this update, V3riity spoke to a few community members to hear

their thoughts. The first she spoke to regarding the update was ImFirewalker, a community member on the Quality Assurance team.

**What are the most significant changes this update brings and why?**

**ImFirewalker:** "The most significant change would be the lobby itself: new design, more space, and less lag issues. The game selection is the other, although the removal of some of them upset a few people, but some of those games had bugs that couldn't be fixed the way Mineplex wanted them to be so they were removed. However, a couple that were removed for the update have a high chance of coming back in the future with proper reworks of the games."

**Was the update affected by community feedback? If so, how? And will this be taken into account for future updates?**

**ImFirewalker:** "This update had a few reasons behind it, first was the player complaints about the hub and the lag issues, so now players will have a better time navigating in the lobby. The second was the games — players were having trouble playing certain games and the inability to fix them to the standard that they should have been

at played a big part in the removal and changing of some games. The updates were meant to provide a better player experience so I would imagine that it is important for community discussion to be taken into consideration.”

**What are the potential effects the update brings and what could they mean for the future of the Bedrock server/Mineplex as a whole?**

**ImFirewalker:** “Reducing games to a solid core of games will make for better game updates, better gameplay throughout games, and less to work on at this time. As I’ve mentioned before, a couple of games may come back after they have been reworked, but establishing a solid set of games that have very few issues means there will likely be more time to work on Bedrock games that were removed or new games in the future.”

Working closely with the QA team, ImFirewalker has been working to maintain a high level of quality on the server, while communicating with the Bedrock community. In addition to ImFirewalker, two community members were asked for their thoughts as well as WinteryOsprey, a Bedrock Sr. Moderator. The first, CarlosNoobPvp,

an active Bedrock community member, and the second, ForevrrFury, a Bedrock level 100. Here’s what they had to say on the topic.

**What was your first impression of the update and has it changed since the update was released?**

**CarlosNoobPvP:** “I like the new lobby a lot because there is less lag. I really liked how they added parkour too, and the games are more organic now instead of wide spread. And yes, it has changed — I think it’s a bit bigger than it needs to be because some spots might be unnecessary but some other spots are really cool.”

**ForevrrFury:** “I was a little sad that a lot of the games were removed but I think that the fresh Dragons leaderboard and the new leaderboards with Carl made up for that. Not too much has changed for me except for the fact that Bomb Lobbers is a game I would like to see added back. In-game leaderboards still don’t work, but I would hope that’s being worked on. I know some people didn’t like the new lobby due to it being a city theme and Mineplex has had a medieval theme , especially with regard to ranks, but I like this new lobby more than the old one. It doesn’t feel



cluttered and because it's less clustered I find that my frames don't die on me all the time. Overall, I think the update was a step in the right direction."

WinteryOsprey38: "After hearing news that this update was going to be big, I was filled with excitement the morning I heard the update was released. Immediately I went on the server and I was in awe when I saw a completely new hub. The variety of colours that were incorporated into the lobby really stood out to me. It was so colourful and also a lot greater in size than the previous lobby. However, when I saw that a large number of games were removed, I was pretty annoyed. A lot of the games brought back many memories for me and seeing them removed was quite saddening. Initially, when I found out about the removal of games, I was very frustrated and it just didn't make sense to me why they would do that. I feel like now, I can kind of understand more where they were coming from when they decided to remove those games. The majority of them weren't in the best state due to being filled with a plethora of bugs."

Did you feel that you were heard when you provided feedback on the update and do you think that community involvement like this should be more relevant in the future?

CarlosNoobPvP: "I feel like we were heard when Micro Battles and turf Turf Wars were kept in-game; that was a good idea since many people play those games. I also agree that the community should be involved in the future because many people have different opinions on what should or should not be on the server."

ForevrrFury: "I know that having the games removed was not suggested by anyone publicly because I checked the forums myself for people wanting a game removed from Bedrock and found nothing. I know that Brian, a developer, ended up making an announcement to try and calm everyone down because games being removed wasn't something everyone liked and I guess that announcement worked. Most of my feedback was towards the leaderboards. I suggested adding an XP leaderboard for each game because XP is more valuable compared to gems. I'm not sure if my idea really got around but I guess I'll find out if an update happens where that feature is added. I definitely think community involvement is necessary in order to make an update good and should continue to be relevant in the future. If you don't know what the general player base wants, how can you make a high quality update?"

**WinteryOsprey38:** “Before the update was actually released, there was a list that got out of all the games being removed. The community wasn’t very happy with this and I saw many complaints about it over Discord and on the forums. On the day of the update, I was relieved to see that Micro Battles, Turf Wars, and Dragons were still there because I believe they were planning on removing them. I definitely think that community involvement like this should be more relevant in the future. It feels good knowing our voices are being heard and that our opinions matter.”

**What is your favorite thing about the update and why? What could be improved?**

**CarlosNoobPvP:** “My favorite thing about the update was the lag issue solved in the lobby because before I would get lag almost every second. Some areas in which Mineplex has yet to improve include the dragon afking and floating issues, which people have been exploiting. The leaderboard system still doesn’t work correctly either, but I’m glad that they tried to reincorporate them in-game and I hope that they will be functioning properly in the near future.”

**ForevrrrFury:** “My favourite part was probably the leaderboards being added. For some reason I just love looking at leaderboards, even in games that I don’t play. The addition of the kills or gems leaderboard for each game is something I’ve missed from the old app back in 2016 (it stopped working in December 2016 if I recall correctly). I’ve had to make these leaderboards myself with ID links (which don’t work anymore) so it’s nice to see that these have been added back. I think my least favourite part of the update was having lots of the games being removed. I’m specifically not fond of Bomb Lobbers going and I never really had any issues with playing it, but I do see why other games were removed.”

**WinteryOsprey38:** “Like many others, I was upset about the removal of some games since I did enjoy playing most of them. I was actually going for the Skyfall leaderboards and planned on grinding the game during the summer when I had more free time. My favourite part of the update would have to be the new lobby design. With it being a lot larger than before, there’s tons to explore and I love the modern city theme. The new Carl the Creeper design is also hilarious!”

We would like to thank ImFirewalker, CarlosNoobPvP, ForevrrFury, and WinteryOsprey38 for taking some time out of their days to answer some questions and provide feedback about this update.

As stated by OneThousand himself, feedback for this update is critical. The rank, level, time in-game, and who you are does not limit the positive or constructive feedback surrounding this update, as any and all feedback is appreciated. The community was already able to make changes to this current update by providing feedback on the forums before the update went live, directly impacting the games that remained after the update was pushed to the network. Arguably, giving continuous feedback is even more crucial in order to further improve the server. No matter if you are someone who likes to write posts on the forums or just in a casual environment while chatting, there is a place for you to provide feedback. For the people

who prefer the forums to write down thoughts and express their ideas, the [Bedrock Ideas](#) section of the forums is the place for you. section of the forums is the place for you. If you want to chat casually with others to provide feedback, check out #bedrock-ideas in the (newly updated!) [Mineplex Discord](#).

With this being the first major update Bedrock has seen in several months, the future is full of possibilities. Seeing how the implementation of this update was already a product of community feedback, it is clear that working with the community directly for updating platforms works well for attaining positive outcomes. Hopefully, updates for Bedrock can continue to come more frequently than they have in the past and continue to involve the community as this one has. Finally, we would like to finish off by thanking OneThousand for putting in extra effort to ensure that this update was pushed out smoothly and continuing to collect community feedback.

# All About Mineplex Events

By Marzie

Maybe you are new to Mineplex, or maybe you have been here for 5 or 6 years. Either way, you might have heard of or even participated in some of the events Mineplex has hosted over the years. From giveaways on the Mineplex Twitter to hosting games on the forums, there's an event out there for everyone! In this article, you will get the chance to hear more about some of Mineplex's former and current events, as well as getting to meet some Events Team (Event Squad and Event Assistance) members, who plan and host these events.

## Twitter Giveaways:

Though giveaways on Twitter are hosted by Social Media rather than by the Events Team, participants can still receive prizes. Our Twitter is run by EmmaLie, and our Social Media team creates the Twitter posts. The Mineplex Twitter has a range of posts from polls, marketplace updates, and questions for you to answer. Every once in a while, a giveaway for special chests and rank upgrades for both our Java and Bedrock platform, or sword names and miscellaneous cosmetics like the color splash set for Java will be posted.

## Discord Events:

On our Discord, the Events Team hosts a weekly Karaoke every Saturday at 2 pm EST in the "Events Lounge" channel. People at Karaoke sign up to sing and/or play instruments by pinging an Events Team member with "[Ping2Sing]" in their nickname. People who want to perform are then added to [this list](#). Occasionally, there is an event server for Karaoke where players can run around and possibly win prizes, too! Additionally, you can find giveaways in the #events-and-giveaways channel, typically provided by Toki. Winners can expect prizes ranging from Java diamond sword names, cute Bedrock pets, and other rare items.

## Forum Events:

Not only do we have events hosted on our Twitter and Discord server, but we also reach out to our forums community with events! Our forum events are a bit more interactive than just giveaways of prizes; you have to work for these prizes! Forum events are worked on by Event Squad, Event Assistance, and sometimes Forum Ninjas/Forum Mods. One of the favorite forum events is our bingo event. As you might have



already guessed what the bingo event is, it's a bingo board that has all sorts of challenges or fun things to complete in order to get bingo lines. There are many other forum events that have been hosted such as skin contests, write your own story contests, and scavenger hunts. The events team is always open to suggestions on future forum events, and you can submit your own idea for a forum event [here!](#)

[Here's what the last bingo event was.](#)

#### Content Creator Events:

Any of our current Content Creators (CCs) are free to create their own events, with the help of Marzie or EmmaLie, known as Content Creator Events (CCEs). One of the most popular, ongoing CCEs is Toadstar0's "Mineplex Monday" at 7pm EST every other Monday. Though the event occurs in his MPS, EmmaLie transforms it into an event server so he can focus on streaming and interacting with his viewers rather than on maintaining the MPS. When a Content Creator decides to host a public event, the events calendar on the forums will be updated to include it, plus the event thread itself will link the CC's Youtube or Twitch, which is announced in the events channel when the stream begins! CCEs are a great way for viewers to interact

with some of their favorite Mineplex CCs and for the CCs themselves to gain more exposure.

#### Clans Events:

There are also events on Clans hosted by Clans Management (CM) and Clans Management Assistance (CMA) with the assistance of ES and EA. Surved, a main contributor to Clans events, said, "If you're looking for the competitive aspect in Events, but still want to have a fun time, look no further than our Clans Events. Clans Events is a collaboration between the Clans Management and Event Squad team. It involves all sub-teams from both teams, ensuring that we provide the best quality events for the Clans community! Clans Events usually take place every clans map reset/season, including, but not limited to, End of the World Parties. Usually, this involves tournaments, involving more of a PvP aspect due to the competitive nature of Clans. Prizes that are given out include powerful Clans items, such as legendaries, rares, etc." Next time there's a Clans reset or event, be sure to join them if you want to grab some cool Clans items and participate in some hardcore action.

### Staff Events:

These types of events are exclusive to people listed on the [staff page](#). The Staff Events Team (SET) has their own server when the event requires an in-game aspect, like mazes and games. Staff events might also happen on the actual Mineplex server or on a third party platform. The largest staff event is an annual event in July known as the Staff Appreciation Event. No matter how long they have been on the team, staff members can join the event to hang out with each other and celebrate the work they do on the team, as well as win special prizes. SET, an unofficial subteam led by Marzie and EmmaLie, plans, prepares, and hosts these staff events. This team is available only to those on EA, whether they be community or staff, and anyone Mod+. While community EA cannot host these events, they can brainstorm and prepare them. If you're a staff member or looking to be a staff member in the future, don't miss out on these events!

### In-game Events:

For these events, the Events Team plans and hosts a variety of games, both normal and modified, including, but not limited to Build My Thing, Build Battle Bridges, Hangout events, Staff vs. Community, OP Games, Throwback Thursday, and even some original

map and game creations. Often, an ES member will give prizes to users who complete specific tasks or win games. One of the most popular in-game event games is Staff vs. Community, where the Event Team gathers as many staff as possible in order to battle it out against present community members in multiple games. Both teams earn one point per victory and the team with the most points at the end of the event wins. Two of our other popular in-game events are Throwback Thursday and OP Games. Throwback Thursday, a nostalgic event, brings back old event maps and old Mineplex games, and OP Games are a frequent occurrence in events where games are transformed by adding in OP items like diamond armor, enchantments, and extra ender pearls. During these events, you might be able to join the Events Team and other attendees in the Events Lounge channel as well. Be sure to keep an eye out and check for when EVENT-1 is up to join in on these games and mark them down in your calendar by looking at [mineplex.com/events](https://mineplex.com/events)!

### Big Seasonal Events:

The Events Team has recently introduced events for every single season. You may have already attended the spring event running from March to April called "The Mineplex Oscars."

The Oscars event has been the biggest event on Mineplex for several years, with 150-200 attendees and over 270 voters. The Events Team and Community Management (CoM) brainstorm several categories and put the titles on a thread. Participants must follow a nomination format and several rules in order for their votes to count. Once the official event occurs, players can hop into a voice channel and join a lobby in-game in order to hear who the winners are and possibly special announcements from different teams. Though there are not any golden trophies, players can still win prizes! This year's winners received the Oooh Shiny diamond sword name and a Java title custom made for the award that they won. While the Oscars event is over for this year, you can check out the original thread about the event [here](#) and you can check out the recap of this event [here](#). Now, you may be wondering what events there might be for the other three seasons of the year! As of right now, the Events Team is in the process of developing a Mineplex Olympics for the upcoming summer season. What is happening for that event, and the fall and winter seasons? You'll have to wait and see!

### Meet some of the Team:

Within the Events Team, Event Squad is a Sr. Mod team, managed by EmmaLie, that plans, prepares, and hosts most official events, while Event Assistance is a subteam, managed by Bunni, there to assist them. There are two event managers on Event Squad per region (US/EU/AU), including Bunni and Marzie for US, Block2Block and \_Brandon (SimplyBrandon) for EU, and BillNye and Surved for AU. Events are split into regions so that players can get at least one event in their region per week. You can find out more about ES and EA [here](#). To further introduce us to the Events Team, we went ahead and asked three ES managers a few questions about their experiences and thoughts on the team.

### What do you do on Event Squad?

**Bunni:** On Event Squad, we focus on hosting our weekly events as well as preparing special events on our build server. For myself specifically, I'm the event assistance lead which means I help Emily with various things related to managing the team.

**\_Brandon:** Alongside Block2Block, I manage the EU events we host and also monitor our Event Assistants. On a weekly basis, we organise, prepare and

host events for the community. We're also checking in on our Event Assistants to make sure that they are keeping up their activity and making progress on their Season Objectives.

**Surved:** I focus more on the behind the scenes aspect of things, mainly in preparation of the Season Objective Events for the community to joy.

These Events prioritize more on the unique nature of Events, so things like storytime Events or Event Maps. For Event Maps, I help and spearhead the entire Map Testing process, so creating bug sheets and testing sessions, having one-on-one sessions to iron out the issues on the map to make it the best quality possible for our community to enjoy! Furthermore, I try and suggest new things that might improve the lives and situation of our Event team and how we run.

**What is your favorite thing to do as an Event Squad member?**

**Bunni:** My favorite thing to do as a member of Event Squad is to host MPS raiding parties, when they work. I love the reactions we get from players when their MPS is raided by a bunch of random people. A close second to this would be hosting the Mineplex Oscars event, because it was one of my favorite things to plan this year and every other year.

**\_Brandon:** My favourite part of being an Event Squad member is having fun with the community. It's something I don't think you can do with any other team. It is literally my job to create fun and memorable events for the community and enjoy those events with them. Hosting our events is definitely my favourite part about being on ES.

**Surved:** My favourite thing to do as an Event Squad member would be the fact that I am able to interact with a wide range of people from various backgrounds. Personally for my monitee group, we have EAs from Germany, US and even Slovakia which is quite interesting since it makes the entire monitoring aspect a lot more fun for me. Furthermore, it is always a joy to see the unique and interesting ideas that everyone has to offer on EA and to me, that is what motivates me to do even better as an ES member.

**Who would you recommend Event Squad to?**

**Bunni:** I would recommend players who are passionate about the community, community interaction, and have a knack for coming up with ideas to join Event Squad. We're a team of friendly, passionate individuals, but we also have our moments of working independently. As such, it's also important to be able to work as a team, but also do your own



things when it's required.

**\_Brandon:** Anyone! Whilst I have spoken about how fun it is, it's not all fun and games. There is work that needs to be put in to make an event successful, especially the larger scale ones such as the Mineplex Oscars. As long as you're committed and have great teamwork skills, Event Squad could be a team for you!

**Surved:** I would personally recommend Event Squad to those individuals that have a creative gift and love serving the community. Events may seem like a minor aspect of what Mineplex has to offer, but in reality we actually help to step up community interaction on another level. A testament to this would be how our Events are able to attract community members from all different aspects of Mineplex, from Clans and the Competitive gamemodes, all the way down to the more casual players.

We also asked three EAs to answer some questions about what they do on the team and who they would also recommend the events team to.

**What do you do as an EA?**

**unfavorited:** As a member of EA, my job is to host events and make sure that

they're going smoothly by coordinating with other team members. We make sure that events are fun and fresh for everyone who is attending by interacting and making connections with people via in-game chat or even Discord. Outside of hosting events, I work on creating events with my season objectives group!

**ByeSickle:** As an EA I help host and prepare events for the community under the Event Squad. While hosting events is the main part of the duties of an EA seen by the community, which includes using a variety of commands to set specific modified event games, there is much more that goes on preparation-wise behind the scenes. We have to prepare a season objective for each of the four event seasons, which is essentially an event of some sort that teams of EAs create from scratch. Personally, I built an event map to complete my season objective for the winter season with one of my friends who is also EA, DivinePegasi. There are also other optional areas that EAs can get involved in, such as helping create Staff Events or even hosting their own smaller event server each month, called an MES.

**Epicbuilder435:** As an EA our jobs is to interact with the community through events, along with planning and hosting the events as well. We spend loads of time preparing the events for the community so when they hit the live network there aren't any major flaws. We also help build, and come up with storyline events where the community can enjoy longer term based events.

**Who would you recommend to this team and why?**

**unfavorited:** I recommend this team to anyone who is dedicated to the Mineplex community.. Being a part of EA isn't just showing up to events and hosting them. There is so much more. You gotta learn how to connect with the community. You also have to be able to work with your team and make sure that these events are good to go, and most importantly you have to know how to have fun and enjoy yourself as well.

**EpicBuilder435:** I would recommend anyone who wants to interact with the community and make sure the community has an awesome time to apply for EA. It really is an amazing team and you get to work with an amazing team where sometimes Surved likes to bully you about quotas haha. Overall thought the best part is just

being able to make the community have an awesome time at events and if you love making the community happy and making sure they have a blast while playing games then I totally recommend you to apply.

**ByeSickle:** I would recommend this team to anyone who is passionate about events and community interaction. Anyone who has passion and dedication to the Mineplex community can make a great event assistant. I would also recommend this team to anyone who attends events on a semi-regular basis and understands how they work. If you have both the drive and motivation to improve the events team, as well as the activity and understanding of how they work prior to joining the team, you have the fundamentals of an event assistant down. If you are interested or want to learn more about joining the team, just keep going to events and interacting with everyone there. Many aspects of events can only be learned through experience.

Lastly, but certainly not least, we asked the team Admin, EmmaLie, a few questions about the future of events on Mineplex and to get some of her recommendations for those looking to

be an ES or EA.

People have been constantly asking for Mineplex tournaments, and we know you've been a part of trying to make them happen. Is there anything you can tell us about these tournaments?

EmmaLie: Ah tournaments, probably the biggest request ES has gotten over the years. I'm currently looking into it, details will be coming later if there's any, something sweet may be coming to you guys in the future.

**Is there anything new event wise that people can look forward to in the future?**

EmmaLie: Well after hosting the Mineplex Oscars and seeing all of the community interaction and positive praise towards it, we've been looking into hosting bigger events more than once a year. Right now our goal is to do one bigger event every season, so I guess that means something is coming this summer. :eyes:

**For those that want to become an EA or an ES in the future, what would you say to them?**

EmmaLie: Well for those wanting to go for EA, make sure you put quite a bit of detail into your application. A lot of applicants assume this is a quick

and easy application when in reality it's the first step for us to get to know you. We want to see your personality in your application so take your time and answer the questions thoroughly! For those wanting to go for ES, I know it seems impossible because we don't open very often but we're actually actively looking for new managers right now (EU/US). Now is the time to express interest and show your dedication through your work on EA!

Thanks to Emily and the rest of the Events Team for their answers! Hopefully throughout this article, you got the chance to learn something new about the wide array of events that are hosted on Mineplex and heard about an event that you would be interested in participating in. Readers should note that there are unfortunately no official events for the Bedrock server as of right now, as all official events pertain to the Java server only, though Bedrock players should certainly keep an eye out for giveaways; however, this could change in the future! Make sure if you have any questions at all about the Events Team or events in general to message one of the ES members found on [this page](#).



# Caption the Image

By neotheater

We are officially over half-way through 2020! Whilst the year has been slow for some, there is not long left to go until we can all start fresh. We are sure many of you will hear the booming of fireworks in the near future and see the colourful patterns they leave in the night sky. If you are going to be out celebrating, make sure you stay safe and have fun! For those of you who are not, we here at Mineplex have plenty of things for you to look forward to!

Did you know? It is not just the USA that celebrates Independence Day in July. It turns out that July is a month where plenty of countries are celebrating their own independence, too! Some of the others include Belarus, Venezuela, Argentina, Belgium, Maldives, and The

Bahamas - just to name a few. Ol' McDonald had a farm, ee i ee i.... Oh no! It seems the animals from the farm have escaped to the desert for a weekend getaway to have some summer fun in the sun. They have already been for a dip in the nearby oasis, made friends with a camel, and now they have decided to go and explore the sandy dunes for treasure. After wandering aimlessly for hours, it appears that whilst on their journey, they have stumbled upon an ancient structure in the middle of the desert... What could it be?

Have a good caption for the image? Submit it here: <https://forms.gle/FSzSR99uCoaT31Xm9>





In the June edition of the Newsletter, you all took your front row seats at the most documented duel in the west. We had no idea why the two cowboys were fighting to begin with, so we asked you if you had any ideas as to why it might have occurred:

Yeeeehaw! Here are our three favourite captions for last month's image:

**Thenorn:** "One day little Nick, you're gonna grow up to be a sir like me."

Nick: \*drinks aging potion and becomes a Recruiter\*

**Cephxlon:** "Bullets won't kill one of them, that would be the train"

**Pyu\_08:** "Umm... Woody??"

# June 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

June 6: Baloo, Crazy, idcmax, IvanProvorov,  
LazyBrayden, RavenPaw9, xUmbreon  
June 20: bluebadger11, BrookMarieXO,  
HeyltsTay\_, Landay, Laylq, tricorder  
June 27: Brusey, Meami, pirq

## Java Mod

June 6: ChrissyTheFish, iKassy, pwess,  
Squirrelflight05  
June 13: Linegraph  
June 27: Alpfa, Emiliee, Jbsh, Joined, Rilau,  
Stormiiee, unsorrowful, Zayta  
June 29: 1tem, Finova

## Bedrock Mod

June 6: ShadowWolfZoe, x510bikeee  
June 27: Degagelemming95, Lesot,  
WickedVyxen

## Sr. Moderator

June 7: Oscaros\_ (Staff Management)  
June 13: chhase (Forum Ninja)

## Administrator

June 2: Flaym (Clans Management),  
Islendingurinn (Recruitment)

## Deveoper

June 11: Moppletop

## Resignations

June 6: TeaSpiller (Social Media)  
June 7: MaximumgameYT  
June 11: AlexTheCoder (Leader)  
June 12: AppleG (Owner), unkknitsunnn  
June 18: xOeuf (Social Media)  
June 21: Specy  
June 27: slothayy, WeiridoFish  
June 28: Coily  
June 29: korniDE (Staff Management)

## 1st Year Milestones

June 1: Wolfayy  
June 8: xailia

## 2nd Year Milestones

June 9: REALLYTIRED  
June 23: Augend

## 3rd Year Milestones

June 28: Flaym

## 4th Year Milestones

June 17: Look\_Dan

# 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, a CMP mentor, and an RPA member. I'm a Grey's Anatomy fan and enjoy doing ceramics. My true main goal in life is to get the Connect 4 gadget on Mineplex.



**Tortelett:** Salutations. Once again I, Tortelett, have single-handedly managed the successful generation of yet another monthly installment of a Portable Document Format file containing the contents of the Mineplex Newsletter.



**Spoiler:** Hey I'm Spoiler, an 18 year old writer and editor for Mineplex's newsletter program. I am currently a freshman in university as a Geology major with minors in Geospatial Science and French. In the distant future, I hope to pursue graduate school. If you'd ever like to chat feel free to message me on the forums.



**Arjun:** Yo! I'm Arjun and I'm a Rules Committee member and Sr. Mod under Recruitment. I spend most of my time playing games on the server and dedicating my efforts to my subteams. I'm a pretty competitive player who's always down to play some games, so if you ever see me around and wanna play some PvP games let me know!

# Meet the Team

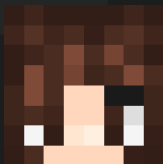
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**Sophie\_OGrady:** I'm an editor for the newsletter, the Game Insights arcade category lead and an ex-staff member. You can find me around the forums and chatting on the discord!



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



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



# Meet the Team

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**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.



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



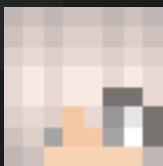
**neotheater:** Does everybody live in a dreamland? Is this dreamland all that we know?

# Meet the Team

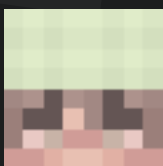
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**WowCaleb:** Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a Moderator and a writer for the Newsletter. You'll most likely find me in my natural habitat playing Nano Games, or posting over on the forums. If I'm not on Mineplex,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



**V3riity:** Hi, I'm Ver (I have a complicated name history, you can feel free to use anything listed under my information tab ^-^)! I'm a community member here, the Spanish proofreader on the Translations Team, and an ex-Quality Assurance tester. I mostly play on Bedrock but sometimes I hop on Java Edition as well :) I like to make art and have played competitive soccer for most of my life, but my main passion is language study! ^u^



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