

# MINIPELEX

## NEWSLETTER



**Issue 59**  
**August 2020**

New Summer Hub, Rule Changes,  
Photography Competition, and more.

# In This Issue

---

## Regulars

**1** **From the Editor**  
Discussing the Newsletter  
Suggestion Box.

**24** **Staff Statistics**  
Catching up with the Mineplex  
staff team.

## Contests

**12** **Photography Competition**  
Announcing three winning  
summer themed photographs

**22** **Caption the Image**  
Try your hand at some creative  
writing for a chance of a prize.

## Features

**2** **Diving into the Summer Hub**  
Discussing the new hub with its  
builders.

**11** **Recent Rule Changes**  
Be informed on updated rules  
for in game and online.

**18** **July Art Showcase**  
Showcasing some of the  
community's talented artists.

---

Have any feedback? We'd love to hear  
it. Share with us on our [feedback form!](#)

# From the Editor

Happy August! Over the past few months, the team has been collecting feedback that many of you have sent to us and considering ways in which to improve based on that. As a team, we have looked into and discussed the design of the NL, its content, and its tone to an extent. While we weren't able to implement all suggestions due to wanting to satisfy everyone rather than following individual preferences or desires, we were able to find specific places to focus our efforts to hopefully encompass common areas of critique. This edition, we're experimenting with some changes in our writers' guidelines and with a new monthly piece to replace Impact Poetry. Please let us know what you think and what else we could be doing to improve by using our feedback form, posting on the Newsletter thread, or sending me a message directly!

Again, I would like to encourage you to use our Suggestions Box! We noticed a few people come forward with feedback on our content and some ideas for articles that we could work on in the past couple months. Our Suggestion Box is a great way to submit these ideas for formal review and to ensure that your ideas aren't accidentally overlooked.

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 August edition of the Mineplex Newsletter!

Stay safe and take care of yourselves!

- **AGLThree, Newsletter Program Manager**

# Diving into the Summer Hub

By jacvb

What's that sound? Oh, I am glad you asked, but it's not such a simple answer! That is the sound of a pirate ship that crashed landed onto the sand; it is the sound of Spongebob and Patrick arguing back and forth with Squidward over the silliest issues; it is the sound of fish of all different colors swimming overhead; and it is the sound of a mermaid maintaining tranquility throughout the newly-designed summer hub!

On the 18th of June, players logged into a hub full of new and shiny attractions. The Lava Parkour area was transformed into a stone temple complete with Charlie the snow golem and Carly the creeper wife. Animals including fish, a turtle, and a shark were placed in the lobby to swim around. An octopus learned to DJ and held a boombox with its tentacle. The staff build island was replaced with a life float and coral reef was scattered around the hub.

In addition to the main hub's update, the pre-game lobby was also redesigned!

The same theme as the main hub was kept, with kelp growing up from the ground and orcas swimming around. There was also a continuation of the stone-themed temple in addition to some statues stolen from Easter Island. Combined with the hub, they brought a fresh summer vibe to Mineplex!

The creation of this summer hub was a collaboration between several members of our Build Team. Collectively, they worked to make the hub into what we saw when we logged in! I took the time to sit down with two members that worked extremely hard on this hub, [joshuart\\_](#) and [teaisspilled](#), and asked them a few questions about the new hub!

**What was the inspiration for the new hub?**

**joshuart\_:** The main inspiration for the new hub was definitely the newest Survival Games map, Depths of the Ocean. The hub was actually made to celebrate the release of the SG map,

however, we later decided it would be better fit as a Summer Lobby. Also, since Mineplex hasn't really seen a real Summer Lobby (with the exception of the 4th of July Hub), we felt like it would be a cool surprise.

**teaisspilled:** We've originally planned on doing the hub for the release of our latest Survival Games map, Depths of the Ocean. Because SG hadn't received any new maps for quite some time, we thought it would've been a very memorable moment for the SG community to have its own custom lobby for the release of the new map. However, after having a discussion with the Build Admin duty, it was decided that we'd turn it into a summer lobby. I personally think that the hub fits better with the summer theme and am happy it's going to be used for a whole season.

**What was it like creating the hub? What did you get out of it?**

**joshuart\_:** It was a ton of fun creating the hub. It first started off as just an idea that we never thought would actually see come to life. Nevertheless, we started working on it. The first thing that was put into place was the Mermaid at spawn. Once we transformed that

area, it set the tone for the rest of the Hub. Work actually progressed on it pretty quick and we finished the hub shortly after that. It's been a while since it's been complete actually. After work on the SG map wrapped up, we used a lot of those assets and placed them into areas of the Hub. So, if I recall correctly, it's been complete for around a few months now. Even though only a select few worked on the project, we grew stronger as a team and it was awesome seeing a vision come to life. It's a rewarding process and seeing the feedback from the players makes it all worth it.

**teaisspilled:** Honestly, one of my favorite memories from the Build Team has actually come from making this hub! The project hasn't been official, nor hasn't been planned, but it was something we've come up with while the SG map was in testing. Despite those circumstances, the hub has taught me so much, and has pushed me to experiment with different styles of building and larger scaled builds. I've actually made my first ever person in Minecraft with joshuart for the hub specifically, which I think was a success!



Is there anything you'd like to improve if you were to take part in another project such as this one?

**joshuart\_:** I love and am super proud of the way the hub turned out. However, if I were to improve something, it'd have to be the area where the Ruins parkour is. We didn't really have a good idea as to what we should put there because we didn't want to interfere with the pre-existing parkour. The hardest part of any hub remake is coming up with something unique for every island. Luckily, because the SG map had so many places to explore, we were able to work with a lot of builds.

**teaisspilled:** If anything, coming out with a plan beforehand would have made the job somewhat easier. It's important to plan where to place assets such as structures and organics; projects that don't take much planning or thinking can be completely disoriented. Thankfully, that wasn't the case for this project in particular; however, it took us some time to think about each area and what we wanted to do with each island.

Are there any areas of the hub that are your favorites?

**joshuart\_:** My favorite area is probably the Ruins/Lava at the Lava Parkour. The entire area feels very atmospheric and it was a lot of fun putting it all together. The lava area in the SG map was a perfect fit for the Lava Parkour so we started with that first. Then once we started adding the ruins in, it quickly became my favorite. However, the mermaid on top of spawn is definitely a close second.

**teaisspilled:** My favorite part would definitely be the spawn area. I really like how the mermaid turned out in the end; I think she adds so much uniqueness to the hub. It is also an area I've put a lot of effort and concentration to, but I'm also a huge fan of Spongebob too! I think it gives the hub so much character since Spongebob is truly an icon to everybody.

Thank you to both joshuart\_ and teaisspilled for taking the time to answer a few questions and for creating a new lobby for everyone to enjoy. To everyone who is having fun in the sun, enjoy your summer!

# Recent Rule Changes

By WowCaleb

It is no secret that every server needs a set of rules to maintain law and order. There will be those that follow them and unfortunately, those that choose to breach them. Sometimes it is intentional, sometimes it is not, and that is why the rules are such a heavily debated topic everywhere. One thing that everyone can agree on, however, is that change needs to be brought about regularly to keep the rules up to date. Rule changes are influenced by a multitude of factors, such as gray areas that may require further clarification and shifts in current events that may require the limitation of discussion for certain topics. Mineplex has this responsibility too, and we have teams to help us with it!

The significant changes that Mineplex has seen to the rules as of late took place across various platforms. Not only do we have the Rules Committee (RC) team dedicated to making improvements to the in-game rulebooks, but we also have the forums team cleaning up the website rules. Both of these teams' aim is to ensure that our players and users can have the most enjoyable experiences possible,

while being able to remain within reasonable rule boundaries. In this edition of the Mineplex Newsletter, we will be diving deeper into some of these changes in addition to hearing the voices of those who transformed these ideas into reality.

## In-Game Rule Changes

The decision to unfilter the name of a well-known rival server, Hypixel, was a completely unexpected move from RC. Despite this, it was well-received, and the change brought a wave of positive feedback from the community. Players had previously been punished for bypassing the Severity 1 chat filter when they made any attempt to discuss the server, even without intent to advertise it. Players can still be punished for inappropriate behaviour if they criticise Mineplex by comparing it to Hypixel, but for the most part, general discussion of the server will not befall anyone.

Arjun has been a member of the team since January, and he had a say in the unfiltering of Hypixel. I decided to ask him what led the RC team to

make the decision. I also took it upon myself to ask a community member, ArianaGrande\_\_\_\_, what her thoughts are on the matter and whether she believes this is a step in the right direction.

**Arjun:** “The topic of Hypixel was being discussed a ton on the network, and players were being punished for filter bypass when they had no ill intentions of advertising or bad-mouthing Mineplex. Players were simply trying to have a conversation and that’s something we wouldn’t want to clash with - the interacting in the community. That being said, unfiltering the server name along with other server names allowed people to speak freely without being punished.”

**ArianaGrande\_\_\_\_:** “Yeah, it was such a good change. Of course there could be some issues with it, like players that riot and spam Hypixel, but me as a person didn’t see why Hypixel was censored in the first place because it is used regularly on the network in conversation. I liked the decision and I do hope there are more unfilters to come.”

Thank you to both Arjun and ArianaGrande\_\_\_\_ for answering

my questions and shedding light on these rule changes for our Newsletter readers!

Recently, there have been changes made as to what teams are allowed to punish for gameplay and hacking offenses in certain gamemodes. This should interest the communities surrounding these games, as problems within them can now only be addressed by RC, such as using Player ESP in Block Hunt, F2 spamming without abilities to remain airborne, and X-Raying in Minestrike.

I’ve asked one member to share his thoughts on one of these RC-only punishments, along with one RC member to justify the decisions made. Vonur is an active Minestrike player who wanted to share his concerns about X-raying players remaining at large in the game servers.

**Vonur:** “Having rays in Minestrike is like having God mode. You can easily pre-line up sniper shots (or any shot for that matter), making it pretty much impossible to compete against if you can aim properly. It also pits the community against one another, as we all know nobody is being punished so people get into heated arguments



in chat over it, and that's all they're getting punished for. The staff members that can punish players are rarely on nowadays so they definitely need to either make more staff members able to punish or have more Minestrike activity on the [RC] team."

Other rules like Gameplay Trolling in Block Hunt being punishable by RC received some more positive feedback. Jaek is a level 100 player who is experienced in a wide range of gamemodes and knows what it's like to see people get away with breaking these rules as he has in the past before new measures were introduced. To quote him:

"This was great because ESPers could finally get reported and has led to the BH community coming together to compile evidence against a certain player and report, which wasn't possible in the past."

FuzzyJunior was previously a member of RC in the past before resigning, and he was re-invited to the team just last month after reinstating. He is excited to keep making a difference by upholding the quality surrounding the rules. He has agreed to justify why these decisions were made and how it benefits the community and staff team.

**FuzzyJunior:** "We also don't make punishments RC exclusive to give us something to do; we do it in an effort to avoid players being falsely-banned. It's no secret that our staff member is made up of human beings who make mistakes and members who range in seniority and experience on the team. It's also no secret the offenses we exclusively punish for can often be quite dicey and can easily be confused with legitimate game-play.

It's important to remember that prior to RC being able to punish for many important offenses, no staff member could. In short, these measures greatly benefit the community and staff team as we're giving staff and players an opportunity to have players who normally would get off scot-free despite cheating be potentially punished."

Thank you to FuzzyJunior, Jaek and Vonur for answering these questions for me! While changes to gameplay offenses within certain gamemodes might not affect everyone, it is intriguing nonetheless to hear about their experiences and the impact the new rules have had on the communities surrounding them.

RC is quite an exclusive subteam and consists of only a few individuals, each

of whom have exceptional knowledge of the rules and the server itself. It is an invite-only team for Moderators and above, which means that the manager of the team, Toki, must seek out potential candidates and ask them if they would like to join. I asked her what she is looking for in an RC candidate and what advice she would give to those hoping to join the team.

**Toki:** “As a team, we look for several qualities in someone we want as a potential member of our team. To list those broadly they include activity, behavior, knowledge, initiative, and communication. For anyone hoping to join the team, I would say to first let me know of course since that alone puts you on our radar. Other than that, persistence and patience. It may take months before we are in need of a new member, and since there are a lot of people interested in the team it’s very competitive.”

RC is very transparent when it comes to their work, keeping us up-to-date on recent changes. However, like with any subteam, there will always be behind-the-scenes operations that many of us are curious to learn more about. I asked Toki to describe the process that occurs when she, along with the rest of the

team, think up and implement these changes.

**Toki:** “We actually aren’t the ones that think of the changes to the rules most of the time. While we do think of some things, our lovely staff team and the community end up making suggestions and we discuss them among the team to then implement or change something. Discussions can normally go on for a couple of days to several weeks depending on the topic and the availability of the team members to discuss the topics.”

The RC team always has their doors open for questions and feedback from the community, and encourages players to approach them. Rule discussions do not only happen in staff and private RC chats, but we even have a channel for it in our official Discord server, which you can join at [discord.mineplex.com](https://discord.mineplex.com)! Everyone’s voice is heard, and no matter what someone brings up, a staff, community or RC member is guaranteed to provide their input. One can also contact the team via the Forums - a list of members can be found at [mineplex.com/subteams](https://mineplex.com/subteams).

## Forum Rule Changes

The Forums are the only platform whose rules are not managed by the RC team. The Forums team works together to brainstorm potential improvements, and then the Forum Moderator Mentoring team discusses them further and makes the final call on whether or not to implement them. Recently, there was a major cleanup of the Forum rules. This replaced the existing set of rules which had been in place for a substantial amount of time beforehand.

Below is a list of the changes that were made:

- The unapproved discussion rule was removed
- Mini-mod is now only punishable if spammed and falls under Spam
- General Rudeness Severity 1 and 2 have been merged into one General Rudeness
- Inappropriate links, Inappropriate posts/threads and Inappropriate images/videos/channels rule have been merged under Inappropriate Content
- Disrespect and spread hate have been merged/renamed to Abusive Behaviour whilst slander / harassment have been merged under one rule
- Unapproved transactions now would

warrant the user a website ban

- Inappropriate Avatar/Username/ Banner/Signature/Profile information and screamers have been merged under severely inappropriate content
- Giveaway violation rule has changed completely where FMs would reach out to the OP if they violate a rule (except for fake giveaways) and try to resolve the issue instead of instantly issuing four warning points

The rules now appear much more straightforward, but it is still essential to gather some opinions on the changes that were made. I reached out to Hxmza, a Forum Mod Mentor since April 4th, and LT Tombstone 77, a familiar face of the community and former staff member on Bedrock and the forums, to ask what they thought was the most-needed change from the list above.

**Hxmza:** “Two rule changes in my opinion were the most important. Firstly, merging all three inappropriate warnings into one. We used to have three warnings that basically served the same purpose: Inappropriate posts/ threads, Inappropriate images/videos and Inappropriate links. Now all three of those rules are under one rule called Inappropriate Content. This change reduced the number of rules which is important for the public and FMs as it’s less rules to be familiarised with/read.

Secondly, General Rudeness Severity 1 and General Rudeness Severity 2 were merged. This was by far the most requested rule change we had from both the community and staff/FMs. This merge allowed us to be generally more lenient on the website and lead to less inconsistencies from the Forum Moderator team as historically speaking, many FMs found GR1 challenging in specific instances.”

**LT Tombstone 77:** “Personally, I think the merging of General Rudeness Severity 1 and General Rudeness Severity 2 is a change for the better. When I was an FM, I found the two a bit hard to decipher at times, and I often found myself thinking that it would be much easier if the two were just merged. I also found myself thinking that a lot of Severity 1 cases should just be two warning points, depending on what the context was.

I find that rude posts towards Mineplex and other things in general should definitely be under the same category of rude posts towards users. This change makes things easier on the FM team in my opinion, and it does enforce the rule in a stronger way, as now all General Rudeness is two warning points. Overall, this change

will definitely smoothen things out from here on out.”

No matter what new rules may be introduced, there will always be room to build on what’s already there and make further improvements. I asked LT Tombstone 77 one more question, which was to provide any suggestions he had for the Forums team going forward, particularly in relation to the rules and warning points system.

**LT Tombstone 77:** “In my opinion, I think that Spam/Troll Application should warrant more warning points. Currently, it only warrants two warning points, however I don’t really think that’s enough. I think it should at least be upped to four warning points. I don’t really feel like two warning points is enough for someone creating a troll application, as applications are meant to be taken seriously. Two warning points don’t really get the message out to people, and someone would need to write four of them in order to be Forum banned. That would cause enough spam applications on its own, whereas if it was changed to four warning points, someone would only have to write two spam applications to be banned. It’s a small change, but it would prevent a lot of spam applications.”

Thank you to Hxmza and LT Tombstone 77 for answering these questions! As a Forum Mod Mentor and ex-FM respectively, they both have a decent amount of experience with issuing these warnings themselves, and could see first-hand what needed to be changed. To learn more about the operations of the Forums team, feel free to check out the official [Introduction Thread!](#)

Both the RC team and Forums team would like to stress how important it is that the community keeps up to date with the rules and continues to suggest changes. Sometimes it is not always clear what improvements need to be made, and these teams cannot be expected to think of every little thing. If you have any questions, concerns, or ideas, please bring them forward! It helps the teams to cultivate an open communication environment moving forward, assuring that the community's voice is being heard, and in return, reasonable boundaries can be put in place that players are satisfied with.



# Photography Competition

By 510bike

Summer is coming to an end and school is starting soon. While summer is a great time to be proactive and explore new opportunities, it is also a time to relax and enjoy yourself. Even though our activities may be limited in this unprecedented era, there are still opportunities to experience nature and summer and capture those experiences with photography. Photography has been around since the 1800s and has grown to become a highly sought after form of art. It is a perfect way to capture special summer moments and make memories last forever.

For this edition of the Mineplex Newsletter, we wanted to showcase community members' talent of photography through a friendly competition. This month's theme is "Summer." There was definitely a large amount of talent shown in the submissions provided. The top three submissions are posted below. Thank you to everyone who submitted an entry!

## 1st Place: “Forgotten Beach” by PROSTONE





**2nd Place: “La vie est comme la floraison dans le jardin”  
by Jxliee**



### 3rd Place: “Summer Time Mountains” by Noodles\_YT





# July Art Showcase

By **neotheater**

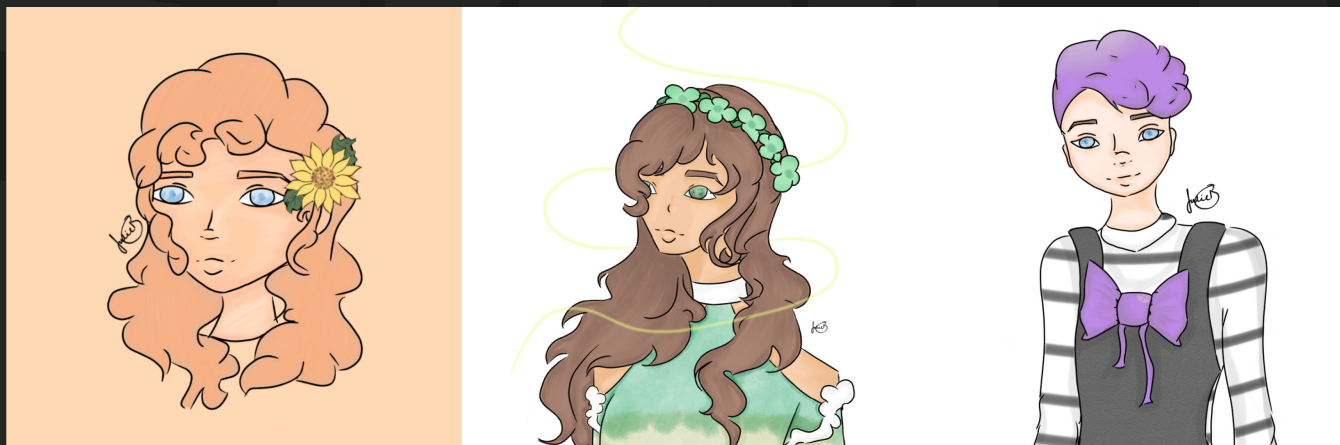
Art is something we all admire to varying degree. Whether you prefer traditional paintings by the likes of Leonardo Da Vinci and Van Gogh or the immersive sci-fi worlds created by modern day CGI artists, art is beautiful to us all. The world is full of talented artists from all walks of life, and some of them happen to be a part of our lovely community!

In this article, we'll be testing a new possible replacement for Impact Poetry while still maintaining the creative aspect of the contest: The Art Showcase! We'll be exploring some of the Mineplex community's most talented artists by showing you some of their incredible artwork that they've produced and shared with the world. Make sure to let us know what you think about this article!

## Digital Artists

Possibly one of the hardest art styles to master, digital art is one of the most common styles of the modern era with so many endless possibilities. Mineplex has plenty to show for with digital talent, and these are just 3 artists we noticed over the course of July!

**Jxliee:**

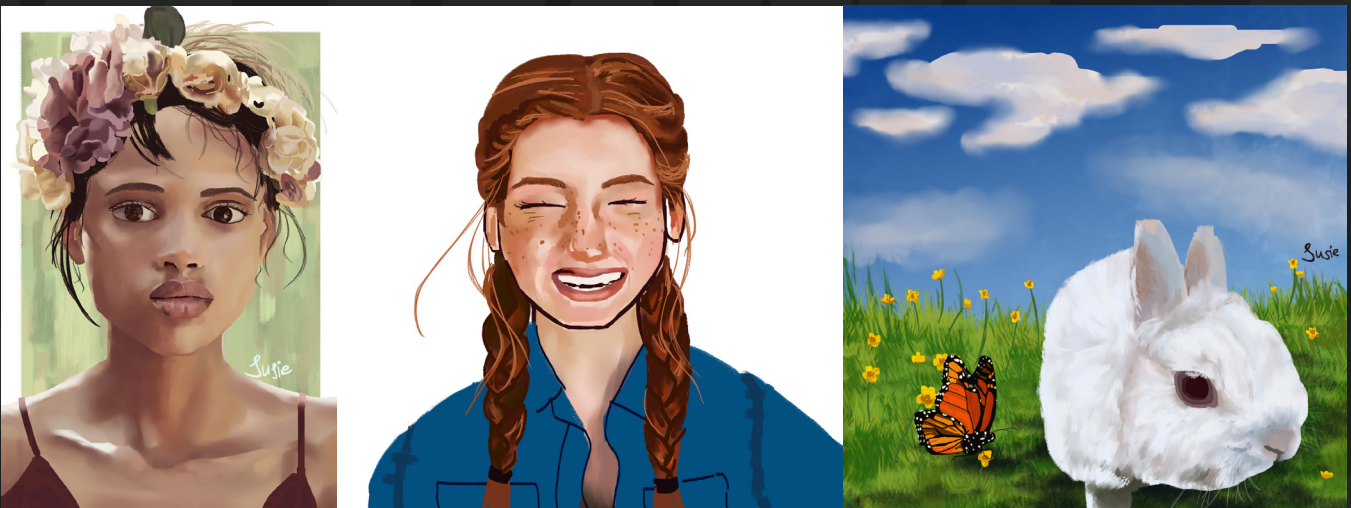




KawaiiLovi:



xSusieLove:



We decided to ask xSusieLove about what inspired her to start creating digital art pieces, because her work is definitely something to be admired!

**xSusieLove:** “I wouldn’t say there is a specific inspiration for me. I’ve always enjoyed art as a subject in school, and I really admire how beautiful some other people’s artwork is. I just wanted to challenge myself to one day be on their level. It’s very relaxing and being able to have something nice to show for your time is really satisfying, as well as how I can see the constant improvement.”

### Skin Artists

Possibly the most underrated and unrecognised form of art is the creation of beautiful Minecraft skins. The majority of the community have a Minecraft skin, but unless it is self-made or created by a friend, many people don't think about where it came from. We thought it was about time some Skin Artists got the recognition they deserve.

oBasically:



Loofii:





DeluxFTW:



DeluxFTW is one of Mineplex's most talented skin artists, with their skins being some of the most detailed and varied around! We wanted to know more about how they learned to shade Minecraft skins so well when creating them:

**DeluxFTW:** "I realized that in terms of palettes, I started to manually lighten / darken the color to shade instead of using the lighten / darken tools. It wasn't until I learned a technique called "hue shifting." Hue shifting is when you move around the color wheel everytime you lighten / darken a color. For example, if you want to make a green palette, you would start in the blue hue, and as you lighten, you would work your way to the green hue and get more vibrant. When it comes to the actual skin part, what I learned was that the shading pattern determines where light hits. For example, since hair goes "down," you would make a 'vertical' shading pattern. For most clothing however, you would shade 'horizontally' to follow the folds and wrinkles. Overlay is another way of adding 'depth' to the skin. You can add small details, such as adding folds to clothing, shadows on accessories, and curve out edges."

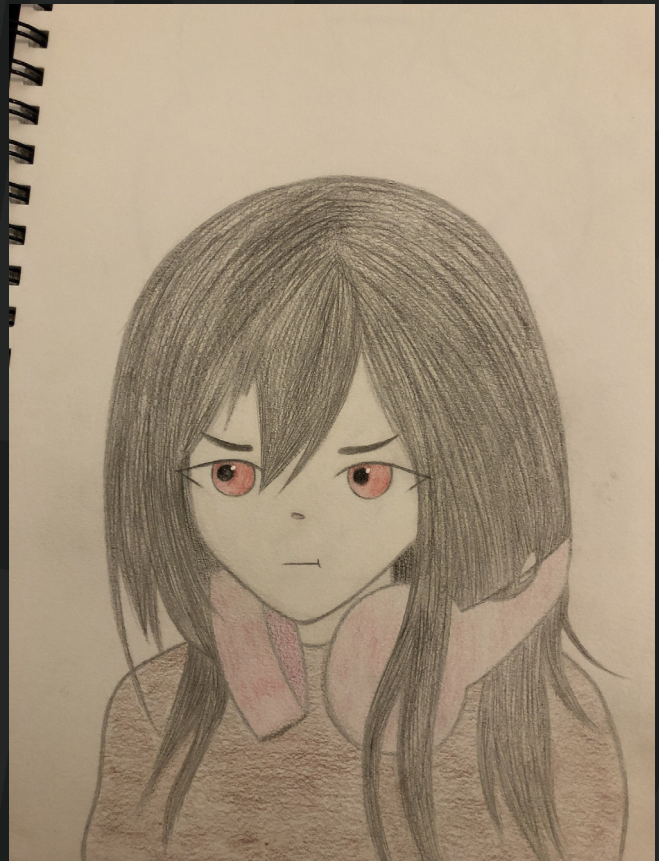
## Miscellaneous

The following three pieces of art didn't quite fit into any of the aforementioned categories, but we wanted to include them anyways. We're looking to make all of these art styles into their own sections in the future, so if you're good at these art styles make sure you start posting them!

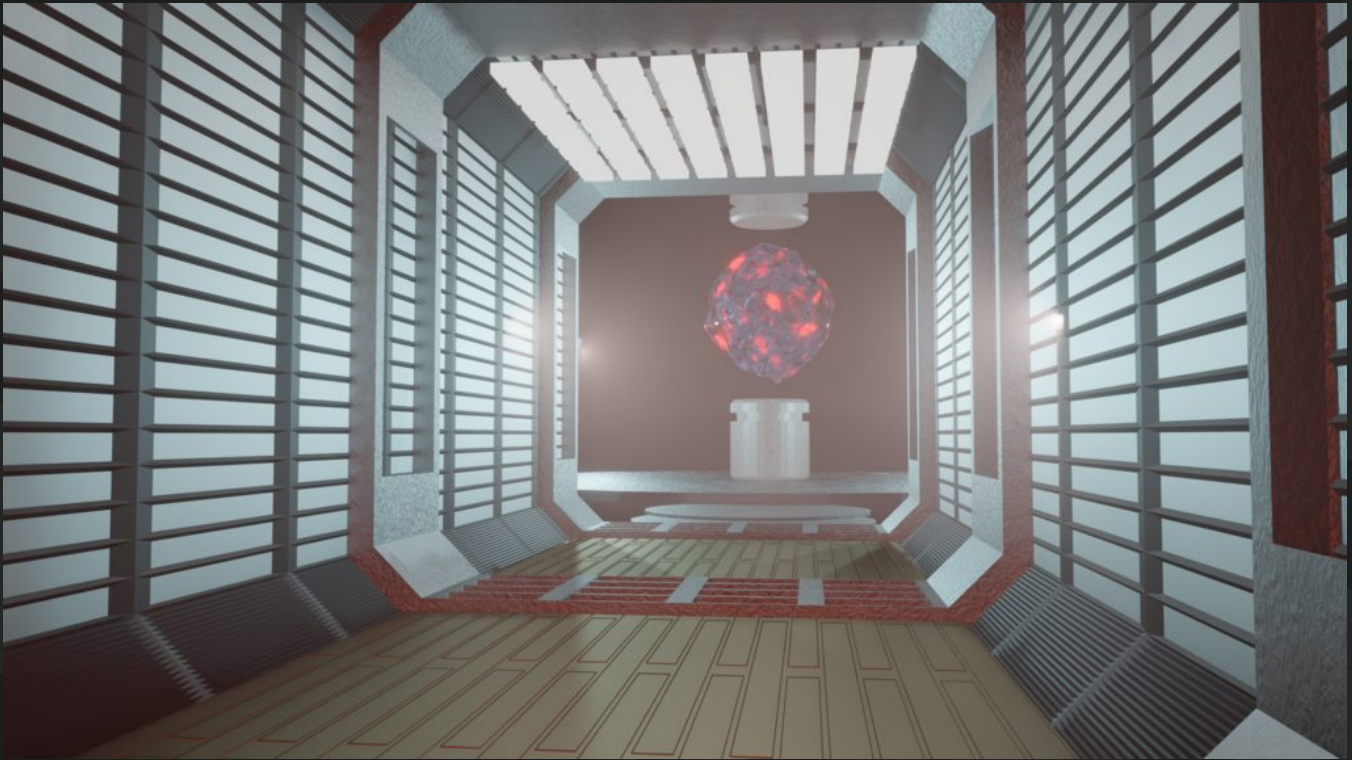
Iscariot:



NotAlexx:



Islendingurinn:



We'd like to thank all of these talented artists for allowing us to use their work in the showcase! If you're an artist and would like to see your artwork featured in future editions, be sure to post your art in [#art-club](#) on the Mineplex Discord or 'Art Showcase' on the forums so we can see it!





# Caption the Image

By Marzie

School is almost here for most of the world, and in some cases it has already begun for others. Not many people enjoy going back to school, but trust us, school is necessary and will prove to be useful later on in life. Just make sure to not overstress yourself and take breaks when you need them with a good old Mineplex Newsletter. Whether you're on a break from school, in school right now, or just preparing for it, remember to stay safe and healthy during these troubling times!

You enter a private server on Mineplex and you notice that there are bleachers filled with

community and staff members looking at two people. These two people have different gear from one another. They step closer to each other and meet on the bridge that sits in the middle of the small arena. The crowd goes silent with some whispers here and there as they watch closely. You stare at the two people and feel tension in the air. What is happening?!

Tell us what is happening in this month's image here:

<https://forms.gle/VgAjefqS1LjSNoaUA>



In the July edition of the Newsletter, farm animals wandered to the desert land in the Mineplex Hub. However, they only stayed for the weekend before they were taken back to the farm. They had an amazing weekend and even got to explore the area! During their adventure, they found a weird structure and posed for a picture. What did people say about it?

**Jxliee:** “When it hits 4am and everybody is starting to look like Minecraft mobs.”

**Truthhs:** “Staff come in all shapes and sizes...”

**Zapig:** “We, the guardians of this pyramid, may only allow you to enter upon answering one question from each of us. Although...avoid going near Nick, he’s quite...explosive.”

**BreezeBlockss:** “Do you see that sign over there? What’s a Mineplex?”

# July Staff Statistics

By AGLThree

This month, we wanted to issue a huge welcome to all the new staff members who joined us and say thank you to all of the staff members who have sadly resigned for all of their hard work for the network.

## Java Trainee

July 4: BreezeBlockss, Polar8, ripnick, thefrogkid

July 18: anuenue, avvaaa, DCDB

## Bedrock Trainee

July 4: lotix

July 18: STARWARSROCKS22

## Java Mod

July 4: Crazay, idcmax, RavenPaw9, xUmbreon

July 11: aiirr, Camdino, oublisam

July 18: Dallarth, Parkzr

July 25: NuclearFury, Pakar, Sailings, Shipsa

## Bedrock Mod

July 25: Krkki

## Sr. Moderator

July 23: Camull, ddgolfer04 (Forum Ninja)

## Builder

July 14: percis

## Resignations

June 18: MASTS (Build Team)

July 4: MiladKhan

July 9: Kippy\_

July 10: Alpfa, xVanessa (Community Management)

July 14: unsorrowful

July 17: Jaborrie

July 19: Chromuh

July 22: OneThousand (Leader)

July 23: Goudge (Recruitment), ellisvlad (Developer), ZainM (Forum Ninja)

July 26: DanielW231 (Quality Assurance)

## 1 Year Milestones

July 13: jacvb, Tripsy

## 2 Year Milestones

July 7: DanielW231

## 3 Year Milestones

July 28: Flaym

## 4 Year Milestones

July 22: Islendingurinn



# Meet the Team

---



**AGLThree:** Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment, a CMP mentor, and an RP mentor. I'm a Grey's Anatomy fan and enjoy doing ceramics. I still have not gotten 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

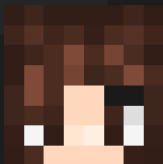
---



**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

---



**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!



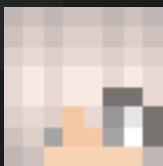
**neoheater:** :)

# Meet the Team

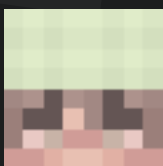
---



**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, a NL writer and editor, the former 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.