

# MINIPEPLEX

## NEWSLETTER



**Issue 55**  
**April 2020**

Bridges Update Recap, Survival Games  
Recap, Skyblock on Bedrock, 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

After a month of the team excitedly receiving and thoughtfully reviewing Newsletter applications, each applicant should soon be receiving the results of their application. Although there were many good applications to select from and the decision was difficult, we are excited to be welcoming several new people to the team and look forward to working with them further on upcoming editions. Thank you to everyone who applied for taking the time and effort to craft interesting and personal applications and for showing genuine interest in joining the team!

For those whose applications were denied, please note that this does not mean there will never be a place for you on the Newsletter Program. Simply because you were not accepted this time around does not mean that you

should not apply again. When more spots open up on the team feel free to try your hand in the next round of applications. In the meantime, we recommend continuing to advance your skills as both a writer and editor and keep up to date with the team. If you need any advice or guidance on improvement specific to you and your application, please feel free to get in touch with me and ask any questions that you might have.

As always, feel free to message me if you would like to speak with me privately about the Newsletter, the team, or the application process or results. I hope you enjoy the April edition of the Mineplex Newsletter!

**- AGLThree, Newsletter Program Manager**

# Bedrock's New Game: Skyblock

By jxcb

On Thursday, February 27th, an update was released on Mineplex's Bedrock servers that had many players extremely excited. After going for months without receiving much new content, a new gamemode was introduced to the Bedrock platform: Skyblock! This article will go over some of what the new game offers while also shedding light on prime areas of community feedback about the game itself.

## What is Skyblock and What Does it Have to Offer?

Put simply, Skyblock is a survival map where players try and expand their floating island to be as large as possible, grow food and create farms, and essentially to try and become as powerful as possible.

When players spawn, they receive only very limited materials, including dirt, ice, lava, and a tree. One might wonder how they are able to create such wealth if they can only create cobblestone through the lava and water. If a player

uses their lava and breaks their ice to eventually form a cobblestone generator, there is the chance to spawn other blocks like gold, iron, and diamond ores when mining these cobblestone blocks. Using these items, players can create armor to protect themselves.

In addition to being able to expand one's island and thrive, there are also a few other features that Skyblock includes. Players have the ability to create several different profiles to play. In other words, players can have more than one Skyblock world existing at the same time. This is a great solution if siblings share an account and want to each have their own island. If players want to have an island just to mess around with and one to be serious with, this feature benefits them, too!

If you would like to read a bit more about what you're able to do in Skyblock, and how to play the game optimally, take a moment to check out [GuardianInASuit's Skyblock Guide!](#)

## Player Feedback

Like any new game or feature that is released, Skyblock received community feedback commenting on different aspects of the game across multiple platforms. Whether the response is positive or critical, all feedback is always appreciated.

To start, many were disappointed that the game is currently limited to players with a rank only. This eliminates the large playerbase on Bedrock that does not have a rank. Because the community has waited so long for an update to be pushed, many expected it to be something that everyone could enjoy, not just exclusive for players willing to purchase a rank.

However, under the message in the GUI where it states the game is only playable for players with ranks, more detail is provided: this restriction is only in place because the game is currently in its beta stage. When the full game is released, everyone will be able to play it, regardless of rank.

Due to the fact that the game is currently in beta, many players have reported issues with the game, which is entirely expected for a game that is not fully released. If you happen to find one of these, send it on over to our Quality

Assurance team to investigate for it to be fixed through a [bug report](#).

I decided to speak with OnceSpoken, an active player on our Bedrock server, to hear what he has to say about the update:

**OnceSpoken:** “It is very basic and Vanilla. It is a great starting point, but there is a lot of work that needs to be done. To make it more lively, add an item shop. Without this, players are very limited to what they can do, making it less fun. Additionally, mobs could be added. This feature would be so amazing because it will attract people in and keep them engaged. You can start out with a baseline mob and have to kill a certain amount of mobs in order to be eligible to upgrade to another spawner. As for the item shop, it can have blocks, food, tools, etc. We could also add a PvP arena, where players could go to engage in PvP.”

Thank you to OnceSpoken for sitting down with me to chat about the update!



What OnceSpoken has said is very similar to what other players have expressed about this update. Overall, there was a general consensus that the game is very basic and that more aspects need to be added to make it more fun and interesting for players who want to stay engaged long-term. To do so, players have suggested adding in shops, like OnceSpoken has said, which would allow for the game to expand and allow for more possibilities. Other suggestions have included ways to create islands with other players, allowing for the game to take on a more social aspect and promoting collaboration.

While the game itself is currently still in beta, we accept and encourage feedback from everyone! There are many ways to give your feedback, so no matter what you want to suggest, we are all ears. If you enjoy the forums, the [Bedrock Ideas section](#) is for you! If you enjoy a more casual place to bounce ideas off others, then #bedrock-ideas in the [Mineplex Discord](#) is going to be your best bet. Once posted, you're able to @Feedback Collectors to hear what some of the people in charge of passing on feedback have to say.

# Recapping the Bridges Update

By AGLThree

Receiving the first major game update in quite some time, Bridges has recently undergone game-changing alterations. The update, based majorly on community feedback and Game Insights (GI) contributions, was released in the first week of March and immediately influenced players' gameplay and strategies.

For those who are unaware or inexperienced with the workings of the game, Bridges is a classic, competitive game comprised of four teams with ten players per team. Teams are kept separate on their own islands for the first ten minutes of the game, giving players time to collect and stock up resources to prepare for the long fights ahead. After these ten minutes, the bridges connecting the islands slowly fall, allowing players to battle with each other directly or to build skybases. The last team left alive is the winner. However, gameplay is not based on pure vanilla PvP. Players can select from seven kits, each of which offer distinct advantages, from giving players a leap

to offering radar-aided mining.

However, for quite some time, players have noticed issues with these kits, which offered some too much of an advantage and unfairly affected the game. Back in June 2019, GI created an extensive document detailing specific changes that should be made to both individual kits and to the overall game. Experienced Bridges players noted that Berserker was played most often as an excessive running kit due to its infinite leaps and that Appler let players do constant and debilitating damage via "apple spam." Discussions continued in the Community Insights (CI) Discord regarding potential changes for months up until the official update rolled out at the beginning of March.

The recent update drew heavily from the GI update proposal document, hopefully altering gameplay in a manner that will please the Bridges playerbase, including both competitive and casual players. All kits apart from Miner received an update, ranging from

minor to major. The apples thrown by Appler received a reduction in range, knockback, and damage in order to counteract its usage as a spam kit. Berserker's leaps were limited to 8 per game, post-bridges dropping, though the leaps can be regenerated via attacking enemy players. Archer not only received an increase in the maximum fletched arrow count, but also gained an entirely new ability: Quickshot. Brawler's iron sword was upgraded to diamond, though also received a reduction in incoming damage modifier and knockback dealt, as well as an increase in knockback received. The TNT thrown by Bombers now has a fancy particle effect to indicate which team threw it, letting Bombers participate more easily in team fights. Lastly, the Destructor's Seismic Charges now deal Poison 1 to damaged players, the effect of which is scaled based on the proximity of the player.

Apart from kits, other small, but helpful, changes came to Bridges in the new update. Kit descriptions now properly reflect the newly updated kits and the Death Bomber achievement was made easier by reducing the required kill count. Projectile damage is now tracked and chickens now drop more feathers after being killed. Player inventory

drops upon leaving the game and players who attempt and fail to swim in water, which deals damage rapidly, now at least receive a correct death message. Perhaps most exciting of all is the repair of the leap bug which previously prevented players from leaping out of water and made the Berserker kit effectively useless when players tried to escape a watery death!

However, the Bridges update did unfortunately upset a portion of the playerbase. Many players view skybasing as a legitimate and fun strategy used for countering others more effectively and also just for enjoying games with friends. Before the update, while skybasing was still difficult to counter, players could feasibly and more safely take down skybases. However, the removal of water flow from Bridges maps makes countering skybasing a much more difficult task. Debates in the Bridges update channel on the Mineplex Discord over whether to modify the update to let players counter skybasing easily, change the border to make skybasing harder, or to flat-out prohibit skybasing altogether continued as players shared their own experiences and opinions. Others believed that Appler was nerfed too much by the update and that the kit



was no longer worth playing anymore, while others found that Appler could be nerfed further. Without a doubt, the update certainly satisfied a large amount of the playerbase and represented the culmination of months of discussion and the successful engagement of GI within the process; however, player feedback is always valued, and simply because the update pleased many does not mean that it did not upset others.

In order to hear more about their opinions, we have decided to discuss the update with a few players who enjoy playing the game. However, in order to properly represent the diverse Bridges playerbase, we have selected players from differing backgrounds and level of engagement with the game. We invited Alfie, a self-described casual player, Parrotlet, a player well-known for their gameplay methods, and Rvsie, a Classics GI member with over 1,000 wins in Bridges, to chat with us about their experiences with the new update!

### **Would you describe yourself as a competitive player or a more casual player?**

**Alfie:** I prefer playing casually than competitively. [I have been playing for] 4 years in total.

**Parrotlet:** In all honesty, I do feel like a competitive player but not to the extent that I'm involved with faction wars or trying to be on top weekly or all time. I'm a very well known player for the traps and odd basing strategies I perform, so I guess you could say I'm very competitive in that sense, I'm more about playing smart than hard. I've been playing for a couple of years now, I used to be more of a Cakewars player but I switched to Bridges during my second year.

**Rvsie:** I am more of a competitive player. I am currently participating in the BCL as of right now. [I've been playing] ever since I joined Mineplex which was back in 2014. A couple of my friends got me to try out the game mode and I really enjoyed it..

### **What is your favorite aspect of the most recent update and why?**

**Alfie:** I like the newest feature how bombs no longer affect bridges 'cause it allows bombers to actually deal damage. If you're with a party, you can set it up where a bomb is thrown on a group of people allowing direct damage before the actual fight, allowing the team with the bomb to have an upper edge.

**Parrotlet:** I personally like the fact that Berserker has a limit of 8 leaps now. There was a huge issue with people just using the kit to run forever and stall games and leap onto high places making them literally impossible to catch. It definitely makes games a lot more enjoyable in the sense that games aren't stalled for 40 minutes because one person decided to go Berserker for the sole purpose of spending the whole game running. On the bright side, (at least for me) regular sky-basing is now VERY op because people can't use water to reach them on void maps, which in all honesty makes sky-basing a guaranteed win strategy, it's now been made more OP than water-basing EVER was in my opinion.

**Rvsie:** My favorite thing about the update was the change to beserker. I found it annoying how people were able to run the whole time on large maps such as Reabushire. I try not to leap as much when the bridges have spawned. Just try to save my leaps when I really need them.

### **What changes from the most recent update are you opposed to and why?**

**Alfie:** I dislike the zerk leap limited to 8 'cause I like playing aggressive 'n the limit low-key stops me from doing that. I believe it should go back to infinite.

**Parrotlet:** In all honesty, it's definitely made doing some of my more notable bases a lot more difficult and/or impossible. Water-basing is now gone due to being perceived as overpowered, void basing is now limited because you can't use the flow of water to get to a very low y-level, which means you now have to use the lowest block on the map to start a void base from. Apple-room trapping (camping in an underground room filled with buttons to trap people and apple them to death with several applers) is now not as good due to the apple nerf. Definitely the fact that water-flow was removed on void maps. It really just adds too many

limitations to the types of strategies people can use, along with the fact that it makes dealing with normal sky-bases a lot more unnecessarily challenging and annoying. You can't place water as a safety net to reach the sky-base in case you fall off, so you just get stuck in a stalemate with the opposing team until the timer is up.

**Rvsie:** Well, nothing really I think everything was good with this update. I think it was a good change because some of the kits needed to be changed. Such as appler, and beserker, that we have already went over. Also, I like that TNT can no longer damage the bridges because TNT is used in a lot of team fights with bridges. When in competitive scrims we aren't allowed to bomb and bridge and it did happen a bit which caused players to get automatically kicked from the game.

### What changes would you still like to see to the game?

**Alfie:** I mean new maps, that's about it. Skybasing should be removed... it's such a bad way to play 'n makes it frustrating for other players. Yeah bats [should be used to prevent skybasing].

**Parrotlet:** Aside from the water-flow being brought back, It would be nice to see some more unique maps being added. Maybe playing on an. entirely under-water or underground map would be super cool!! Some new kits would also be a great addition to the game!

**Rvsie:** I'd like to see some changes to the ore spawn on some of the maps. Such as Oriental Kingdom, but there is nothing else that really comes to my mind about the update that could be changed. I think it should be increased just a bit because it's very difficult to find iron on that map and diamonds.

Regardless of whether a player is competitive or casual, extremely experienced or an occasional player, each person has a valued place in the community and has the potential to offer meaningful feedback. Especially for casual players, it can often seem that the opportunity to share feedback is exclusive to experienced members alone. However, both casual and competitive players participate in and enjoy the same game, meaning that each group's gameplay experience, while possibly different, should be valued equally. Players hoping to share feedback can post ideas in the [Bridges section on the forums](#) or share feedback in the #bridges channel on the Community Insights Discord (you can get an invite by messaging a team lead, category lead, or CoM member)!

Considering the topic of feedback, the Bridges update is a good example of the collaboration between GI and the entire community and what the future might potentially hold for other game updates. Though the time between the release of the GI document and the Bridges update was lengthier than hoped for by many players, practically all of the update's changes came from the GI document, which in turn was formed based on the feedback of many players who came together via discussion and debate over Bridges' gameplay and potential for improvement. Looking down the road, hopefully more game updates can come into play in a similar style, although perhaps a faster schedule would be enjoyed by players across the network in order to experience faster improvements to the games that they love.

# Recapping the Survival Games Update

By jxcb & nolawn

After going for months without receiving any game updates, March became the hopeful beginning of a new precedent. At the beginning of the month, the Bridges was given some well-deserved love with an update that brought about many changes to gameplay requested by Game Insights (GI). About two weeks after Bridges was updated, a second game update was pushed out, this time for Survival Games. Similar to the first update, the Survival Games update was full of changes requested by GI to improve gameplay from its previous form.

Survival Games is a gamemode with a community built of players who have recently joined Mineplex and those who have been playing for years on-end. However, there are always people unsure of a gamemode's overall mechanics. For those who may be shaky on the concept of the game, Survival Games is a classic game comprising two different versions: Solos and Teams. The only difference between the two modes is the fact

that one of the versions is played individually with 24 players while the other is played with one teammate, creating a game of 12 teams with two players each. Players spawn in a circle at the middle of the map with loot directly in front of them. As they run outward from spawn, chests containing more loot are scattered throughout the map, though the quality of the loot is not as high as that at spawn. The goal of the game is to be the last player (or team) alive. Beware, however, as the game contains ten different kits, offering advantages from being able to throw TNT to owning minions that follow you around, meaning strategies and techniques will be completely different from person to person and from fight to fight.

Unfair gameplay has been an issue in Survival Games since the gamemode was introduced into the network. The true conundrum of kits is that a properly balanced kit is extremely difficult to create, especially with so many other kits in play. Through the addition of new



kits and the arisal of different modes of fighting, gameplay in Survival Games has been constantly changing. To combat the unfairness that different kits and even luck can bring into the game, GI has been working on documents to be used for updates for almost all games. Specifically, the work for the document used for the recent update began back in July of 2019, with an official document ready later the next month of August.

The update started off with an extensive change to arrows spawning in the middle, which have often been at the center of controversy due to how powerful they can be. By reducing the spawn rate of arrows and its components (sticks, feathers, and flint), by 50%, it not only makes harder to get and craft arrows, but it also indirectly buffs archer, a kit which constantly receives arrows, by making it harder for other kits to obtain arrows. Additionally, gold and iron ingots will spawn 25% less frequently, making it harder to craft both gold and iron weapons. At the loot in the middle, iron armor will spawn 25% less frequently, too, sequentially making getting iron armor much harder. However, iron ingots will also spawn in tier 1 chests at the same rate as gold does, counteracting the fact that gold's

spawn-rate has decreased by adding in extra materials that can be useful in crafting. The gold and iron spawn-rates were later reduced after the update was pushed.

In addition to changing what the spawn-pool consisted of, several kits themselves were changed. For many, Axeman has been overpowered since the players could consistently throw axes without a cooldown. Now, a one second cooldown has been placed between throws to prevent spamming of axes to allow for better overall gameplay. Horseman, another kit which has been under criticism, received a large nerf with the health of all horses being reduced by half. As a result, this made make killing horses, and therefore the players themselves, easier. However, later in the month, Horseman was removed entirely and replaced by a new kit, Warlock, offering a highly defensive move dealing knockback to players within a certain radius. Assassin's compass which always pointed towards the nearest player has been changed to direct the user to the closest player every eight seconds, meaning players will not be instantly able to find another user while being used. For Bomber, a nerf was given to take half the damage from all

explosions, but this has come under criticism by some since these kit users are less likely to die from others who use explosions as their main way of killing. Archer, which has already been indirectly buffed making it harder to get arrows as a different kit user, has had its quick shot removed and replaced with Barrage, which can be toggled as the user wants with a simple left click. Finally, Barbarian no longer receives regeneration after killing a player. While individually, these changes might seem fairly small, put together, these changes add up and can drastically impact gameplay.

Finally, changes to gameplay itself also came about through this update. Many people have often been frustrated when they are unable to get to a supply drop, either because it is outside the border or because it is on top of a building which they are unable to get to. However, this has been changed with the recent update so that players are able to get to all supply drops throughout the game. For map creators, they have been enabled to pick a specific block to select for supply drops to further ensure that they will only spawn in places that people are able to get to. Towards the beginning of the game, players are given extra

hearts when running away from spawn for a short duration of time. Before, attacking someone during this duration would only eliminate their speed effect; however, players will now lose their extra health if they deal damage to another player. In the middle of a game, if a player chooses to quit, their items will drop upon leaving for someone else to use. Additionally, after seven minutes, all chests will refill for players to gather more materials and supplies to use. Finally, players will only take half-a-heart of damage per second due to the border, which is considerably lower than what players took before the update.

Because players are often divided on their opinions on updates depending on their status on the server, I decided to interview two members of the Survival Games community. To grasp a better understanding from different angles, I decided to interview both Rvsie, a Classics GI member, and Chemical, a casual player who is heavily involved with the community, to see both of their sides of this update:

**This update heavily involved GI and their documents. Are you excited for what this update means for Survival Games?**

**Rvsie:** I do believe that it will be a great update. It has brought about many balance changes that the game extremely needed.

**Chemical:** I am very excited to hear that one of my favorite games has had an update. I really think they made Survival Games more fair by fixing Axeman from being too overpowered. Now, I barely see anyone knowing if they're going to win or not. It is really all about luck from what I am seeing. This update is making it one of my new favorite games.

**How has this update changed your playing style? Are you noticing any drastic changes already?**

**Rvsie:** Well, I wouldn't say it has changed my playing style, but I definitely feel a lot better about the changes to axeman. I always thought it was overpowered and I'm glad it was nerfed.

**Chemical:** I am noticing a lot of changes. Tons of people who love to use Axeman or Archer barely play anymore, so that makes it easier. I find it more calming other than seeing people throwing axes at you really quickly or bow spamming. I also noticed a little revamp in the spawn of the map Aztec Islands. It is new, but I really enjoy it!

**If you could change any aspect of the update as an individual, what would you change and why?**

**Rvsie:** Honestly, I've always been a vanilla type of player. If I were to change something about the game I'd just remove all the kits and have a nice vanilla SG game.

**Chemical:** As of right now, since the update just released, I do not really see anything that can get updated besides the chunk error that's constantly happening on the map Kikosh or the Horseman kit players becoming invisible.

Thank you to both Chemical and Rvsie for taking some time out of their day to speak with me about this update!

No matter who you are, what your rank is, your level on the server, how often you play the game, or if you have positive or constructive thoughts about the update, all feedback from all players is appreciated. Due to the fact that this update was made mainly in collaboration with GI, many members that do not play competitively often feel unheard with their words. It is for this reason that our players from casual backgrounds share their thoughts about updates pushed out for games. Thankfully, we have made it extremely easy to provide feedback about this update. Check out [#survival-games-update](#) in the [Mineplex Discord](#) or [#survival-games](#) in the Community Insights Discord, which you can get an invite to by asking a member of Community Management or a GI Category Lead. If you like the forums, however, you're able to use the [Survival Games section of the forums](#) to provide feedback as well.

As the second update that we have received for our games, who knows that else can be expected in the future. Seeing developers collaborate with the GI team to create these updates shows how collaboration can lead to success. While it was a long time players have waited for the first game update (The Bridges), the duration of time from the first to the second (Survival Games) was relatively short. Hopefully, this means that updates will come more frequently in the future using player feedback as these updates both have. Finally, an enormous thank you to Sobki, whose work often goes underappreciated, for creating both of these updates for everyone to enjoy.

# Photography Competition

By 510bike

Photography is a medium which allows individuals to express themselves through their creativity and visuals. With such a diverse and dynamic world and with many different styles and countless ways to edit photos, each photo is unique. Photography has been around since the 1800s and has since developed as an art form over the years. Since then, it has given the world a chance to see perspectives, people, places, and ideas they might not have had the chance to appreciate otherwise.

For this edition of the Mineplex Newsletter, we wanted to showcase community members' talent of photography through a friendly competition. The theme for this competition was "Sunrise/Sunset." After reviewing the submissions, it was clear that all of the people who entered a submission are extremely talented. Our top 3 submissions are posted below. Thank you to everyone who submitted an entry!



1st Place: Goudge

## “Cold Water”



2nd Place: Epicbuilder435

## “Late Night Lake Views”





3rd Place: ACgamer9

# “Little Morning, Early Night, A Little Town of Golden Light”





# Caption the Image

By Spoiler

Every April 22, we celebrate Earth Day. This day signifies promoting awareness for sustainability, for our environment, and of course, for our beloved planet. For this month, we will be doing exactly that -- a way to promote awareness for a worldwide sustainability movement, through the use of just an image! Earth Day is a fantastic event to celebrate the world and its beauty. Falling in spring for some and autumn for others, Earth Day gives us the opportunity to express gratitude for the more mundane events as well, such as, quite fittingly regarding the date, the changing seasons.

For this month's newsletter, we will be presenting the above image for everyone to caption.

Have a good thought for a caption? Submit your responses [here](#).

For March's edition, we followed a "Saint Patrick's Day" theme. We received many great responses, however there are only so many to choose from! Here's the image and our favorite captions for March's edition:



**NoHacksJustGavin:** "Those lucky people just got golden rich. I guess their wishes came true after all."

**WowCaleb:** "The pot o' gold is found under the mushroom. The rainbow is just a distraction!"

**AstroCrisp:** "Sometimes, virtual money is better to enjoy yourself than real life money."

# Impact Poetry

## By Spoiler

Hello, everyone! Welcome to our monthly Impact Poetry contest. As always, we will offer a new chance to display your creativity and the opportunity to read through the lovely work of fellow readers. If you are unfamiliar with the game, here are the basics:

- Your original written content does not have to be relevant to Mineplex but must follow the network's rules.
- Your poem can be done in any style, as long as it fits the line constraints.
- Your poem must be submitted before 11:59pm EST, April 25th, 2020

This month, in celebration of Earth Day, our theme will be Planet Earth. Feel free to draft any topic that relates to Earth. This may or may not be limited to ideas regarding conservation, global warming, rainforests, and more! The style is your choice; you are free to craft any form of poetry. For your poem to be displayed in the Newsletter, please keep your work under 15 lines. Submit your responses here: <https://forms.gle/SzYS3pHLRGYXmT9z6>

### Prizes:

1st Place - 3 Mythicals

2nd Place - 1 Mythical & 1 Ancient

Last month's prompt was the dawn of spring and the form of poetry was a freestyle. Here are our two winners from last month!



**1st Place:**

**By: Danese**

“Tis Spring Alas!”

Alas, thy spring: t’is finally here!  
Out of the dark; out of the fear!  
Alas, thy flowers finally bloom!  
Beautiful sights: always a zoom!

Though thy winter months were pain;  
Through it all, t’was never the same.  
Finding thyself forever alone;  
Afraid of the man who’d rule over  
homes.

And this, I know, had me push away,  
The ones who- I thought- to forever  
been swayed;  
Awaiting returns to this home: built  
through dismay...

But now, I know, this be fear’s deceit;  
I know it be faux; I know it be weak;  
Now that thy spring has finally sprung;  
Please let thy strings forever be strung.

**2nd Place:**

**By: BlueDragonCody**

Birds sing songs of hope,  
Like a sunflower’s bright bloom,  
Springtime is reborn

# March 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

March 7th: Mitsoko

March 21st: Btsy4U, EternalNate,  
Kippy\_, WowCaleb

## Bedrock Trainee

March 7th: LT Tombstone 77,  
OnceSpoken, strafed303

March 21st: I Beets I, xGetRekted

## Java Mod

March 15th: FreakingNick

March 22nd: Camull, Chromuh,  
Creadword, Eroca

March 25th: chhase

March 28th: MachoPiggies

## Bedrock Mod

March 15th: Inf3rrrior81, Jaborrie

March 22nd: ScarletBlood37

## Builder

March 8th: Summmy

March 22nd: Aluux

## Resignations

March 4th: Tomahawkman42

March 6th: NuclearFury

March 8th: WyckedVixen

March 9th: Evence

March 16th: Hulk\_

March 30th: OnceSpoken

## 1st Year Milestones

March 16th: mlnty

March 23rd: Slipest, skarm

March 30th: neotheater

## 2nd Year Milestones

March 10th: GuardianInASuit

## 3rd Year Milestones

March 10th: Bjd1126

## 4th Year Milestones

March 25th: Rvsie

## 5th Year Milestones

March 14th: Pamphlet

# 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:** hi I did make the pdf



**Nolawn:** Hello gamers! I'm Nolawn and I'm a writer for the Newsletter. I'm currently a Community Manager and the Ideas Team Lead here on Mineplex. You'll most likely see me playing some Nano Games on the network or discussing ideas on the forums. Most importantly, I love food and sleep.



**Spoiler:** Hi! I'm Spoiler, an 18 year old writer and editor for Mineplex's newsletter program. I am currently a freshman at Stony Brook University as a geology major. In the distant future, I hope to pursue graduate school. Feel free to check the "information" section of my profile to learn more about me!

# Meet the Team

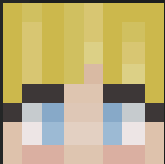
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**Arjun:** Yo! I'm Arjun and I'm a Rules Committee member and Sr. Mod under Recruitment. I spend most of my time playing games on the server and dedicating my efforts to my subteams. I'm a pretty competitive player who's always down to play some games,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



**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!

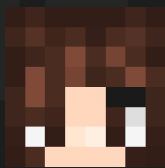


**jxcb:** Yo, I'm the GWENXPRT Jacob, and I help to write and edit articles for the Newsletter Program each month. I'm a member of Quality Assurance and a few other subteams. If I'm not handling an escalated appeal or a bug report, I'm either screaming in a voice call or listening to Billie Eilish &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



# Meet the Team

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**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.



**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, and I am a member of 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!