

MINIPELEX

NEWSLETTER



Issue 64
January 2021

Christmas Update Recap,
New Year's Resolutions, and more.

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From the Editor

Happy holidays from the Newsletter team! Regardless of what you celebrated, you may have needed to change some traditions or alter your plans for the holidays. Hopefully you were still able to fall back upon the Mineplex community as a constant presence and find some solace in our seasonal lobby, advent calendar, present hunt, or most importantly, in your friendships with other members of the community. I hope that all of you were able to find some joy during your holiday season and practice some good self-care in stressful times, and to those who are looking forward to celebrating something after the new year, I hope you have an amazing holiday!

I'd also like to commend all of you for making it through 2020. This year has been unpredictable and stressful, and I know that we all handled our own personal struggles along the way. Though 2020 has felt like it moved incredibly fast at times and much too slowly at others, the year has finally come to a close and we have a new year to anticipate. 2021 may not be perfect, but I believe that leaving behind 2020 will hopefully give us all some energy to overcome our challenges and find new ways to practice self-care. Happy New Year's to all of you! I hope that 2021 will bring you new opportunities and stability.

Lastly, I'd also like to offer a huge thank you on behalf of the Newsletter team for

your continued support of our monthly editions. Whether you accidentally clicked on this edition for the first time ever or you've been a devoted reader for years, all of you are so important to the continued production of these Newsletters. Thank you for your willingness to provide feedback, your engagement and participation in interviews and contests, and even your swift posts on the monthly announcement thread. This year has been hard, but having your support has provided the team with so much encouragement. And of course, thank you to the hardworking writers and editors who make creating and publishing this edition on the first possible each and every month! You also may have noticed the cover art for this edition was different again, so please be sure to thank Iscariot for his lovely work. With the start of 2021 officially underway, I hope you all are as excited about another twelve editions of the Newsletter as I am!

Looking ahead to 2021, if you have any thoughts about what you'd like the Newsletter to look like and/or how you'd like it to change, feel free to message me on the forums or Discord. You can also submit these ideas via our [official form](#) or posts on the thread!

Happy January and have a great start to your 2021!

- AGLThree, Newsletter Program Manager

New Year's Resolutions

By WowCaleb

A year that we could have never imagined is finally drawing to a close. With too many monumental events to name, 2020 had its fair share of surprises. Perhaps this year is one where people are particularly invested in an old tradition we continue to celebrate - New Year's Resolutions. Under unforeseen circumstances, many people did not have the chance to accomplish their personal goals this year, while others might have just come up with one yesterday. Either way, it is important to look to the future and have hope you can improve and better your life in 2021. Let's hear what some of the Mineplex community's New Year's Resolutions are!

Sven: Find new automation techniques for my team!

BreezeBlockss: Graduate from university with a good grade and keep staying consistent with going to the gym.

christmats: To fully commit to getting Trainee, and to structure myself so I can have a good first impression, and so I can have a good behavior.

Phamtastic: Trying to exercise more, focusing on my mental health, aiming for the Mineplex subteams I really want to join for my dream team.

affinity0: I want to try mend bridges with old friends and people I fell out with in the past.

zchrris: I'd like to reach at least 300 subscribers on YT and also make this year even better regarding my performance in school.

Swanflight: To continue to pursue my voice acting career and to grow my Twitch Channel!

SomebodyElse314: That I spend more time with my dog... and play more Minecraft!

BadgerInASuit: I am resolving myself to stop eating when I'm full, and not eat just because I'm bored.

tmash1071: I had to think long and hard about this but my New Year's Resolution is to limit my time spent on social media and to better use that time for developing other skills such as learning a new language or perhaps an instrument. Hopefully come this time next year, I'll be confident in speaking whatever language I decide to start learning, or improving my skills on an instrument! Happy New Year!

Christmas Update Recap

By jacvb

With another year coming to a close, we were able to experience what lots of people consider their favorite part of the server: the Christmas update! Complete with an advent calendar, Christmas Chaos, Snowfight, and a new hub, this year's Christmas update allowed players to fight against Carl the Creeper and introduce more festive cheer to their holiday season.

This year's Christmas update began even before the actual content was rolled out. Prior to release, a poll was sent out in the Mineplex Discord and a channel was set up for feedback. Players were given the opportunity to give suggestions about things that they wanted to see implemented in the eagerly awaited update. Most commonly, players wanted to bring back the advent calendar and Christmas Chaos with a few changes, and lo and behold, that's what we got!

As soon as players walked off the hub spawn, they were immediately greeted by the Christmas-themed hub. This year's hub included a sleigh for Santa and all of his reindeer, giant lights hanging around the hub, a giant Christmas tree and menorah,

the polar express, and so much more! Additionally, players were also able to participate in a present hunt, similar to last year, which was largely requested from the feedback players gave prior to the update.

For Christmas Chaos itself, the game was brought back with some modifications to make the game as much fun as possible. Right off the bat, it's easily seen that the game is more difficult compared to previous years' versions: some of the parkours were made more difficult, teamwork has become much more crucial, and a reworked bossfight has required players to stay alert at all times while playing.

I decided to sit down with both Rilau and Dwasserd, both active Mineplex players on the Java network, to see their thoughts on the recent update!

What are your overall thoughts on the Christmas update?

Dwasserd: The hub was amazing as always and felt homey. The present hunt was very fun to do and really made me appreciate the hub even

more. I wasn't a huge fan of how Christmas Chaos had turned out this year, it was very parkour-based and didn't feel casual. The aspects that weren't challenging felt very easy, but the aspects that were intended to be challenging could easily overwhelm a new player imo. I was a fan of Snow Fight. It's a game I really miss and love to play in an MPS and this year was filled with very competitive games. The Christmas themed MPS was absolutely astonishing, like, oh my god. The Christmas reskins were classic and greatly appreciated.

Rilau: I was blown away by this year's Christmas update! Through multiple map changes, lobby changes, new games and the advent calendar, it was super exciting to see the entire network working together this year. I always find myself playing Mineplex more around this time each year, and this year was no exception.

What is your favorite aspect of the update?

Dwasserd: I think my favorite new features of this year were the added secrets in Christmas Chaos, the present hunt and the Advent Calendar. The thing I liked about the Advent Calendar was the potential it had to revive certain

games. UHC was popping on the UHC day, Snow Fight was popping on the SNF days and this applied to every game I think.

Rilau: My favorite aspect of this update was Christmas Chaos. The first time I played the game this year I was overjoyed by the extensive amount of time and effort put into the game. It was still very similar to the previous years game, while also having multiple new features that made it exciting to play. Whether it be the new secrets that were implemented, or the slight variation to each section, everything was done well that made the game exciting for both returning players and new players to the game.

Is there anything you would like to see done differently for next year?

Dwasserd: The thing I would do differently is the content of Christmas Chaos. Looking at Halloween Havoc this year, it was such a huge success. This was because the game was grindable without exhausting players. The game was the right amount of challenging and really united parties. I feel like there should be more PvP interaction in CC. The secrets were a great addition and put a smile on my face when I was told there were secrets

I hadn't bothered looking for. It really made me explore the map, similar to the effects the present hunt had on the hub.

Rilau: I don't have any real complaints this year. I always feel like the people working on these updates are one step ahead of me. Something new I'd like to see for next year would be the ability to see what advents will bring a day early to prepare for them.

But in a year like 2020, nothing was normal, and there was still another surprise in store for the network: Not only did Java get its yearly Christmas update, but Bedrock was also given a massive holiday update!

This update started off big with double experience, a brand new winter event mission system and shop that goes along with it, and Snow Fight being brought to Bedrock! Unlike other holiday updates, players were encouraged to do missions to receive tokens, and use them to purchase cosmetics.

After one week of completing missions to earn tokens, Bedrock players were elated to hear that for the next five days, there would be a different game to play each day, ranging from old classics to never seen before games!

The surprise began with Merry Mayhem, an old Christmas event game where players needed to defend towers. The next day, players saw the return of One In The Quiver, where all players are one-shot from arrows and need to be the top killer in the round to win. With the third day came Bomb Lobbers, where players needed to shoot TNT to the other team and remain the final team standing. The fourth day came the return of the classic Survival Games, where players battle it out and gain loot from chests. On the final day, Cake Wars Solo made a debut as a highly requested game for years.

I also took the time to ask the same questions in the Java interviews to GuardianInASuit and xGetRekted, who are both extremely active on the Bedrock network, to gain their insights to the Bedrock update!

What are your overall thoughts on the Christmas update?

GuardianInASuit: Overall I loved the Bedrock Christmas update. We haven't had an event like this since 2016! We had a new game come to bedrock, had 4 games return for this event, and CakeWars Solo was added to the Bedrock Server in the rotation NPC. It was a great update!

xGetRekted: I really enjoyed the Christmas update and am very glad that Bedrock got one this year. I'm happy that Bedrock is finally getting some attention to it and I have to say I'm very pleased with the results of both the Christmas and Halloween update. Definitely a huge thanks to everyone who worked on these updates as they turned out incredible and I know a lot of people feel the same about it. There were some small things that I would change, but overall I think it was a really well put together update and don't have much else to say about it.

What is your favorite aspect of the update?

GuardianInASuit: My favorite aspect of this whole update was the rotation NPC. Everyday a new game would appear there and I just found it really fun to play the game and do tasks that are related to those games. Overall I loved every game but I really enjoyed CakeWars Solo.

xGetRekted: I'd have to say my favorite aspect of the update is the winter tokens along with the winter shop. I always wanted to get the cosmetics from the 2016 Christmas but was always unable to and thought that was quite

frustrating. Thankfully with the winter shop you're able to purchase these cosmetics - and I've made sure to do so. I also enjoyed the concept of having to complete daily or weekly challenges in return for winter tokens. It definitely made up for the absence of missions on Bedrock and I've loved it so far. All and all the winter tokens and winter shop ideas are pretty cool in my eyes and I'm glad Mineplex went ahead and added it. Additionally, I was a huge fan of the NPC in which the game rotated daily; it was cool to see old games being brought back as well as new ones and it made for an exciting and enjoyable week.

Is there anything you would like to see done differently for next year?

GuardianInASuit: Overall there isn't much I would do differently. I wasn't a huge fan of the Christmas Hub this year. It just seemed kind of rushed to me.

xGetRekted: I don't have too many complaints and or wants for next year, although I do have a few at the moment. It would be nice to see some more cosmetics added to the winter shop, apart from just the items from 2016 and the polar bear, I feel like there wasn't a lot in the winter shop. Other than that

I feel as if Bedrock should receive its own unique and brand new Christmas game for next year, apart from bringing back an old game and one from Java. Now, don't get me wrong, I enjoyed playing Snowfight and would love to have it on the network, but I feel as if Merry Mayhem was boring and too similar to Christmas Chaos. I think that Snowfight should stay in the future but Merry Mayhem be replaced with a brand new game. Besides that I don't have much to add as I think this update was fantastic.

Thank you to Rilau, Dwasserd, xGetRekted, and GuardianInASuit for taking the time to sit down and answer a few questions!

With all of that being said, I hope that everyone had a fantastic and fun, yet safe, holiday season. I also want to send out a huge thank you to both Moppletop and gyroninja for working extremely hard on this update. Here's to a happy and healthy 2021!



Caption the Image

By neotheater

After the longest 12 months of our lives, 2021 has finally arrived! 2020 is over and we can all look forward to a brand new year ahead. January is a time for the post-holiday blues for us all, though, so we must find ways to entertain ourselves within that time! Here at Mineplex, we're going to help you welcome 2021 with open arms and enjoy the start of the new year in style.

Two friends have been placed in a paintball deathmatch with their friendship forgotten as they battle in this victory royale. Both wanting to colour their neighbourhood to their respective colours and see only blue or red, and

they're prepared to do whatever it takes to get their own way. Splodges of blue and red paint fly through the air and splatter onto the surrounding area; it's getting intense now. Worried onlookers, not wanting the village to be only one colour, gather as they watch the two friends battle it out. "Just make purple!" is screeched, interrupting the ambient (and non-existent) boss fight music. Do the friends listen, or do they continue to cover the town in splats of blue and red?

Think you have a good caption?

Submit it here:

<https://forms.gle/Th2GXD1zGJtRaeXv6>



Last month, we showed you the dancers celebrating the New Year in a mask-wearing, socially-distant style and asked if anyone had any ideas about what would be happening this year!

Here are our 3 favourite captions from last month:

annnuh: “covid ain’t got nothing on us mineplexians”

Tomeroo: “You should not be meeting friends. If your friends *ask* you to meet, you should say “Mineplex Disco Room”.”

Bob16077777: “Party time! Staff and community members having an awesome night on the dance floor!”

December 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

December 12: dualkong, n2l

Java Mod

December 5: Brayyyden

December 12: Parrotlet, unsorrowful

December 27: Asteiph

Developer

December 14: OneThousand

Builder

December 20: Sobenbinder

Resignations

December 4: BizarreAvatar

December 6: Klobko, WowCaleb

December 10: Animalll, lotixtw

December: 17: AriannaSakura

1 Year Milestones

December 14: Im_Ken

2 Year Milestones

December 15: Lonkachu

4 Year Milestones

December 16: Surved

5 Year Milestones

December 12: HuskieALS

Meet the Team



AGLThree: Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment and an RP mentor. I'm a Grey's Anatomy fan and enjoy doing ceramics. Somehow, I still haven't gotten the Connect 4 gadget, which feels statistically unlikely at this point.



Tortelett: Celebrating a full stack of newsletters!



Arjun: Yo! I'm Arjun and I'm a Rules Committee member and Sr. Recruiter / manager under the Recruitment team. Other than Newsletter, I'm also on Reports Patrol, Game Insights, and the Content Creator Council. Some of my favorite hobbies consist of driving, hanging out with friends, and playing videogames. I hope you enjoyed this month's issue of the Newsletter!



Sophie_OGrady: Hi, I edit the newsletter.

Meet the Team



jacvb: Howdy, I'm Jacob! I'm a writer and an editor for the newsletter and a member of Community Management and Quality Assurance. Outside of Mineplex, you'll catch me listening to a lot of music and watching Netflix.



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.

Meet the Team



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: bye 2020 lol wont miss you



WowCaleb: Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a community member 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! And yes, it did hurt having to change "Moderator" to "community member".



chhase: Hi!! I'm Chase, a Senior Mod & Forum Manager here at Mineplex! I'm also a member of Reports Patrol Assistance 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.