



MN MINEPLEX NEWSLETTER

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CREATED BY THE NEWSLETTER AND MEDIA STAFF

ISSUE 48

SEPTEMBER EDITION

SEPTEMBER

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MIXED ARCADE

BY: AGLTHREE & ARJUN

Some might argue that the true heart of Mineplex, a self-described minigame server, is Mixed Arcade. In August of 2013, nearly six years ago, Mineplex released the first three Arcade games: Dragons, Super Spleef, and One in the Quiver. Over the next few years, more of these games emerged and were added into the rotation. Mixed Arcade boasted a variety of fast-paced and relatively easy to understand games, played by both experienced veterans hoping to increase their stats and by new players searching for a welcoming game. As more achievements, maps, and updates were released to the individual games, Mixed Arcade became increasingly popular as a great place to grind individual games or simply spend hours enjoying the rotation.

Towards the end of February, 2018, a large update swept across the server. With the new lobby came the new categorization of games into Casual, Intermediate, and Hardcore groups. While previously, most of the Arcade games had their own individual servers and NPCs in the lobby, only Micro Battles and Turf Wars remained after the update. The rest of the Arcade games were playable only in the rotation of Mixed Arcade. Many of these games did have a lower player count, but were still greatly appreciated by the community. This update therefore, though done with good intentions, upset a good amount of the Mixed Arcade community. However, the rotation remained popular and players still used this as a way of accessing the annexed games. Later that year, at the start of July, another update allowed players to vote for which game they wanted to play next in the rotation out of three provided. This did allow players to vote for games that were less popular, but this did create an imbalance amongst the Arcade games in which some showed up much more often than others.

Halfway through the first month of 2019, a huge update drastically affected Mixed Arcade and its community. The readdition of the updated tree hub brought with it a new queuing system known as Butch. While Dragon Escape, Super Paintball, Micro Battles, and Turf Wars all received NPCs in the lobby, the Mixed Arcade rotation was entirely unplayable and the remaining games were deserted. The new system meant that in order to play all the Arcade games, users had to queue for Mixed Arcade as a whole. Users then automatically searched for all sixteen games, which ultimately resulted in them joining either the games with NPCs, or occasionally, Death Tag (an outlier due to it having no NPC). The other eleven games frequently had zero players and users had to group up in large parties in order to let those games start. The playerbase of Mixed Arcade rapidly declined, as only five of the sixteen games were regularly played and the rotation was gone. Threads on the forums complaining about this and suggesting that Mineplex fix or readd the old Mixed Arcade system became commonplace, and the experienced Arcade community discussed and commiserated the new system. As the year progressed, many older players left for other games, and newer players typically steered clear of the other eleven games due to them having zero players.

MIXED ARCADE

BY: AGLTHREE & ARJUN

On July 30th, around six months after the prior update, the Arcade community rejoiced at the readdition of the Mixed Arcade rotation. Immediately afterwards, the Arcade player count jumped dramatically, and began reaching numbers which had not been normally met during the absence of the rotation. As this much appreciated change began to pick up in publicity and spread to players who were not active enough on Mineplex's other platforms to hear about this immediately, newer players again started to use Mixed Arcade as a game to hang out in and to enjoy the entertaining rotation. Experienced players, such as those who were missing achievements or who were deprived of their favorite game to grind, again used the rotation as a way to play games without their own NPCs. Though some of the single-game lobbies have a lower player count and most are rarely played, this update returned the meaning to the game's name, Mixed Arcade, and restored what is considered to be a classic of Mineplex's selection of minigames.

Along with this, we decided to have an interview with a Mixed Arcade enthusiast, DeluxFTW. Our goal was to gain more insight into how Mixed Arcade affected their experiences and activity on Mineplex, which might give readers an idea of how the community reacted to the updates in January and in July.

When the Mixed Arcade rotation system 'broke' in January 2019, what did you experience, personally? Did it affect your activity back then?

DeluxFTW: "The system broke about 2 weeks before I reached level 100, and at that time, I wasn't affected because I had something to do. When the XP was buffed up, I was playing a lot of Speed Builders since it now gives about 1k per game. After reaching my goal of level 100, I realized that it was hard for me to grind stats for all of the arcade games because the individual lobbies never filled up. I wasn't able to play my favorite game One in the Quiver for over 3 months. Other than One in the Quiver, other games I really like are Bomb Lobbers, Dragons, Monster Maze, and Runner. The only time I would log on was to talk with my friends, play Draw my Thing, or Nano. I had a few goals in mind with certain amount of wins in Nano and Draw my Thing, but it took me a while to get to even though I was really close because of the lack of motivation."

MIXED ARCADE

BY: AGLTHREE & ARJUN

How did your Mixed Arcade activity change after the game rotation system was reverted back?

DeluxFTW: “After having the mixed arcade rotation return, I told my whole friend group about the good news, and I started to play more. Mixed arcade is my #1 priority as soon as I log on to Mineplex! The morning I woke up to a java changelog, I was so excited to hop on and log on to Mineplex. What's beneficial with the mixed arcade rotation is you don't have to switch lobbies, be able to play your favorite game again, and partying up with friends.”

Do you think that the old system being reverted is helping out Mineplex in any way?

DeluxFTW: “Having the old mixed arcade system back helped buff up the player count from having an average of 2500 players, to about 3400-4200 players at a time. About 3 years ago, I remember when there were 42 mixed arcade lobbies at once. From my experiences on Mineplex, mixed arcade is quite popular to go to when you want to party up with your friends. My advice to all the new players is if you don't know what game you specifically want to play or don't know what game to play with your friends, my suggestion is to go to mixed arcade, and have a fun time with your friends!”

And that wraps up our interview with DeluxFTW! We hope that their perspective gave you an idea of what Mixed Arcade players, especially older ones, have experienced throughout the history of the game, and the rollercoaster of changes that have followed.

This article serves as an information-based and opinionated overview of the history of Mixed Arcade and those who play it. For those who play Mixed Arcade regularly, or for those who have barely touched it, be sure to contribute ideas and feedback in the various places offered across the network. The Arcade community recently won a hard earned victory with the readdition of the rotation, but Mixed Arcade's journey is surely not over. Get out into the server and play the rotating selection of games, but do so with the history of the game and its community in mind. Mixed Arcade's future in terms of updates, games, and popularity has the potential to rest with its community, including new and old players, so gather your ideas, your feedback, and your constructive criticism, and spread them wisely!

RECRUITMENT TEAM INTERVIEWS

BY: SHAIYM

The Recruitment Team has many experienced and well-rounded staff members who strive to ensure that the best of the best make their way to Trainee. Aptly named, the Recruiter Assistance team consists of members who aid Recruiters with various tasks and the general workload. Overall, the average day of a Recruitment member consists of commenting on applications, doing write-ups, and conducting Trainee interviews for both Java and Bedrock. By selecting the best applicants out of those who submit applications, the Recruitment Team is able to construct the future of the staff team. In order to gain more insight into the workings of the team and the mindset of a Recruitment member, we sat down with anuenue and hazeae24, a Recruiter and Recruiter Assistant respectively, to ask a few questions regarding their experience with the team thus far.

How long have you been on the team, and what motivates you to stay?

anuenue: “I have been on the recruitment team for about 8 and a half months. I originally joined RA on June 23rd of 2018 so it's been over a year since then. I got promoted to recruiter on December 16th along with KawaiiLovi and Dva. Since the recruitment team takes a lot of tolerance for repetitive work, it's really important that I, and the other recruiters, find something that keeps us motivated to stay working hard! Something that really motivates me is just knowing that I can help determine the next generation of staff members to join the team. Meeting some potential trainees in PMs, games, on the server, and in interviews is a crucial part of my motivation. It's always something really fresh when I get to meet some of the trainee applicants.”

hazeae24: “I've been on the team for six months, but it feels like I've only been an RA for a few weeks. My biggest motivation would be seeing applicants grow and achieve their goals on the staff team. Recruitment is known for being able to make or break dreams and being a part of the dream-making process is fulfilling!”

How has your overall experience on the Recruitment Team been?

anuenue: “There have been ups and downs with my own activity on the team, but overall the experience is really amazing! I met some really close friends on the team and we all have a bond that is so hard to break. I really do enjoy a lot of my duties as a Recruiter and it's something that I wouldn't trade for anything else. There are rumors that the team is just basically a whole lot of work. Some aspects of that are true, but after a while, the work is really easy to overcome. You just have to get into a basic routine for how you complete tasks, and it becomes super easy after a while!”

hazeae24: “My experience as an RA has been a blast! Interacting with the rest of the team and applicants is always inspiring. My teammates are the most hardworking people I have met and their work ethic motivates me to pour myself into my work! The applicants' passions and enthusiasm to improve Mineplex reminds me of the same passion I had when I joined the staff team and it inspires me to work harder within my subteams to make a difference!”

RECRUITMENT TEAM INTERVIEWS

BY: SHAIYM

What's some advice you can give to aspiring trainees?

anuenue: “We get a lot of trainee applicants who apply and realize that maybe it's not for them, or they don't have enough time to dedicate, they don't know what trainee is exactly like, etc. My advice is that make sure that you do a full assessment of your current status so that you can be sure that you know what you're getting yourself into with trainee, that you have enough time to dedicate, and that you know that it's something that you want to commit to. Be sure that you do your own research on the staff team and/or trainee so that you understand **fully** what you're going to get yourself into. We are definitely looking for trainee applicants who are here to make a long-term commitment to the server and staff team, so assessing your free time to commit to the staff team is **reallyyyyyyy** important. It's okay to try it out but we really wanna make sure that the applicants aren't applying on a whim because of summer, or winter break, or just a temporary amount of free time due to some unexpected conditions. To reiterate, we are looking for candidates who have the confidence that they have enough time to dedicate to Mineplex and being a staff member. Another tip is being active on all platforms. We are looking for applicants who have a well-rounded knowledge of the server, forums, and discord too! This shows your overall dedication to the server and how reliable your activity could be if you're a future staff member. If you want more clarification or tips, my PMs on discord and on the forums are always open! :)”

hazeae24: “The best piece of advice I could give to aspiring Trainees is, to be honest. No matter how cheesy, weird, or how silly you think you sound, just say it. I know that sounds really cliché, but it is best, to be honest with us (and yourself) than hiding behind the truth. Be yourself and say your true feelings!”

Please thank anuenue and hazeae24 for taking time out of their day to answer these questions and for giving us insight into the work and experience on the team. While many of the processes and work that Recruitment does remain behind the scenes, we hope that these answers have provided some level of clarification for those who were curious. For those who are interested in applying for the staff team, we recommend that you reread these answers and read through apply.mineplex.com and mineplex.com/bat2 for more information!

If you have any questions or concerns regarding the application system or anything related to the position as a staff member, do not be afraid to message any of the members on the team!

BEDROCK PLAYER INTERVIEWS

BY: EMILIEE

At the beginning of this month, random Bedrock players were asked if they would like to participate in an interview. All of these players were, therefore, indiscriminately selected. I posted a thread asking if any Bedrock players would be open to answering some questions, and here are their responses!

What do you like/dislike most about Mineplex's Bedrock server?

DabaronDaFox: "Well, I will first start off with what I like about bedrock. One of the things I like about bedrock is how easy it is to play with friends or family. Say a friend has Minecraft on his phone and you play on PC. You can still play with him and have a good time. Another good thing about Mineplex Bedrock edition is the fact is more easy to play in my opinion, as in its more just play instead of settings and other things that can happen on java. Bedrock is a very good server but it also has some flaws. The biggest flaw that bedrock has as of right now is the Anti-cheat. It is not too good. There are a lot of hackers who spawn in items making games unfun, there are lobbies being grieved by these people as well. Bedrock also has a problem with some lag, if you're building to fast it will delete your blocks then you will fall to your death. But other then that Bedrock is a wonderful server to play on."

Why are you strictly Bedrock instead of Java?

ImFirewalker: "Well for me this will have a boring answer. My laptop broke before mineplex pe came out by a few months so when mineplex pe came out I started to play there. I was a level 88 on java and just never replaced the laptop. Since I got into bedrock I started to learn the ins and outs to how bedrock works/plays and learned a lot. Which is why I'm on QAT and help with the testing of games and other things and help with letting game issues be known to fix."

Why did you choose to be a content creator for Bedrock?

swimfan72: "I chose to be a content creator because I had played quite a bit a few months before on some of the mini games such as skywars, and I noticed there didn't seem to be much of a YouTube seen for the bedrock edition server. I wanted a way to watch my skywars clips while also entertaining people. I enjoy editing videos and montages, so it seemed perfect for me to be a YouTuber on the server. I have made a few numerous bedrock edition videos on the server sitting on a couple thousand views each, with one even at 75K. Through my YouTube channel I have met a lot of friends I play minecraft with today. I am in the content creator group here on the server website and I have gotten to over 230 subs on YouTube so far. My goal is to get a YouTube creator rank some day."

You can find swimfan72's youtube channel here:

<https://www.youtube.com/channel/UCnHqa7RYhV1wQqIVuTPn28A>

BEDROCK PLAYER INTERVIEWS

BY: EMILIEE

What do you like best about Mineplex's Bedrock server?

DeathStrike1016: "The thing I like the best about Mineplex Bedrock is CakeWars. I love how the game is unique, I also love how it isn't the basic gameplay style of bedwars. For me though this game mode is an very addicting minigame, most of the time I even spend hours playing CakeWars with my friends! In my opinion CakeWars was the best thing that Mineplex has to offer!"

As a level 81 user, what experiences have you had on our Bedrock server while achieving such a high level?

el4ctrified: "I've had mostly good experiences on playing on the bedrock server. My achievements of course were one of them. When I first started playing bedrock in late 2016, I wasn't really all into the competitively. Was just playing for fun. Wasn't until just last year when I made my first leaderboard that I realized I actually had something going here. And for whatever reason, that kind of pushed me to play more games on bedrock more often. As for bad experiences, I wouldn't say I've had any so far. Of course really the only bad experiences I've had so far are coming across hackers, glitch abusers, or just anybody obliterating the rules. But most of the times I take that as a minor thing, and my goal right now, is to hopefully reach level 100 by the end of this year."

What experiences have you had while being a Quality Assurance member for our Bedrock server?

SoulHardy: "Being one of four Quality Assurance members for the Bedrock side of Mineplex sure does share a lot of new and memorable experiences. On the Quality Assurance team, I am tasked to deal with bug reports and testing updates/features before they're released to the public for the Bedrock community to enjoy. These tasks are honestly pretty fun to do whenever a time comes up for me to perform either. I've also met a lot of people within the QA/T team and even some from the staff team who I didn't have much communication with up until now. I can proudly say I absolutely love every person I've met within each of the teams and appreciate all the work that they put into Mineplex each and every day. Going in-game, it's always fun to chat with members of the community and help out anyone in need of assistance or to just hang out and moderate a few games with some friends. Overall, being a member of the Quality Assurance team for Mineplex has blessed me with some of the best moments and memories I've had while being with the network."

A huge thanks to all of those who participated; if you were not included in this issue, keep an eye out for future opportunities for the Bedrock community to get involved with the Newsletter!

ADMIN QNA RECAP

BY: SSNIP

Recently, our admin team sat down in a Discord channel to answer some of the community's burning questions at a Q&A! In case you were unable to attend or you did not quite catch all the details, here are some of the exciting questions that were asked and the responses to each of those questions.

BlueBeetleHD, Head of Staff

Who is in charge of the website?

"Wanderer usually does all of the website maintenance and changes. He is actually working on a new update that's hopefully coming out soon. Don't want to talk too much about it, until everything's confirmed."

What has the team learned from a marketing perspective, and how do they use this to inform future decisions?

"I think one thing we definitely learn from is working in the marketplace. I'll talk about one on Bedrock, and one on Java. So marketplace stuff is really different—a lot more competitors and stuff like that. It's really helped us to adjust and see what's trending and how to do well in that area. In another marketing perspective in terms of Java stuff—in terms of games and stuff—I think we've learned that trailers as well as having previews of games that we're about to release are really great things to get everyone excited about it, understand what the game is. I think that's what we're going to do for the future released that are going to be happening."

DeanTM, Quality Assurance and Recruitment

What is your opinion on the merge between EU and US servers?

"It's completely necessary—that's my opinion on it. Even though it sucks that our EU players, especially the competitive ones, are having to play with higher ping, it's a necessary evil, let's call it. Even though it's not really that evil. Having a network on two regions that don't overlap with each other is extremely bad because we're basically splitting up our player base. Where as right now, we're kind of merging them and allowing games to start more often and stuff like that. Like I said, it's completely necessary."

What is [the development team's] top priority?

"That can change from time to time. Critical bugs are always our top priority, and we try to keep up with them as best we can. ... What is our top priority right now? There are a couple things that we're working on. There's a smaller anti-cheat update hopefully coming out soon, which I'm not going to give more info that that. And then, the game that we're working on that we mentioned earlier is also another one."

EmmaLie, Community Management and Event Squad

What's the fate of the Feature Upvote network in its current state?

"As of right now, CoM is currently looking into other options, besides Feature Upvote. We're very happy with trying out new things for the community that could potentially change the process of how we sift through feedback and ideas, and making sure that our players are being listened to. Feature Upvote was one of those new projects that we wanted to try out and see where it went, because trying is better than not knowing what could have happened. We do have plans on possibly discontinuing Feature Upvote and redirecting everything to the forums, and we'll be looking into other options soon."

ADMIN QNA RECAP

BY: SSNIP

What changes have you made to the Newsletter Program in response to community feedback?

“Well, I personally haven’t made the changes. It was actually ssnip and Enunciated who took over after [SnowyKitty] left. They have implemented a few different changes. One of them is they’re reimplementing community written articles, which will be announced in the August edition of the newsletter, so keep an eye out for that. They’ve started refocusing on content that is more relevant to the community, so more content that you want to see, like contests, interviews with community members, more Bedrock content. And every single time the newsletter is released, we actually have a feedback form that is attached to the thread, so we’re going to be taking feedback basically all the time and make those changes, if there needs to be. It’s an ongoing process and we’ll keep perfecting it to make sure the newsletter is the best it can be for you guys.”

GrandpaNguyen, Clans Management

How has your experience been on the admin team so far?

“I was anxious and excited at the same time. Anxious because I have big shoes to fill, because [mepman9] knew how to code a little bit and he was the one who did the quality of life fixes for Clans. And so—I feel stupid saying this—immediately when I got the admin rank, I immediately started working on stuff that would help the team. I bought a book so that I can just read and refresh myself on how to do Java coding. So, maybe I could help in the future.”

Toki, Staff Management and Rules Committee

What’s it like being a mentor?

“For me personally, it’s always been a blast getting to know people, and being able to help them out, whether it’s achieving their goals or directing towards what would be good for them. And then, overall, workload wise—it can be a lot at times, especially for things that go on backend that most people don’t see, such as progress logging and behavioral logging and all that good stuff.”

What do you think the fate of Bedrock mentoring will look like? Do you have any plans for the team?

“Ah, yes. Now the fun question. So, essentially, we do have a lot of plans for the future on Staff Management, and actually we have some information right now. On the 15th of September, mentoring will no longer be division-specific. So, mentors will mentor both Bedrock and Java. ... Aside from that, we do have a lot of mentees currently, so we are going to be promoting a new mentor right now, and that is Twist, who has worked so hard on the MA team. So, huge congratulations to her.”

FEATURED ART!

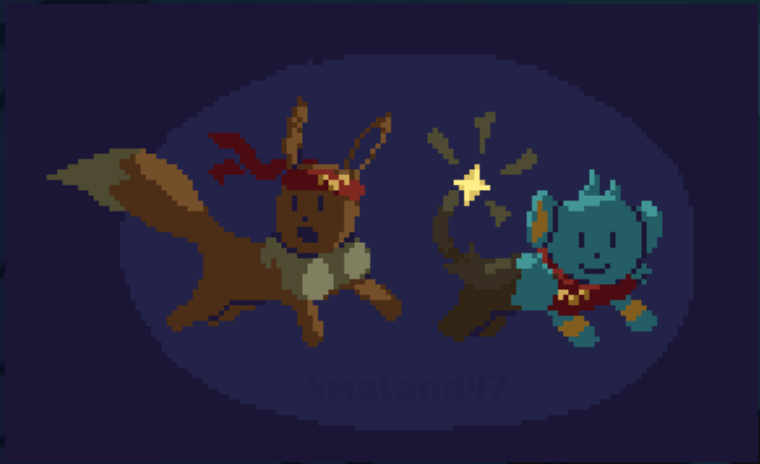
BY: XUMBREON

At first glance, it might seem that most players are skilled only at building or PvPing. As you dive deeper into the network, however, you can discover the artistic talent within many players. Whether these gifted individuals like to grind levels or play casually, all of them immerse themselves in a world of art and produce fantastic work, including drawings, paintings, renders, poems, photography, and more!

By scouring the endless talent that can be found in #art-club on the Mineplex Discord (discord.mineplex.com), we decided to take some of our favorite pieces of art and feature them in this edition of the Newsletter!



By: Danilo



By: Smaland47



By: Jonnapurr



By: jellicat



By: KawaiiLovi

Want to see more fantastic pieces of art? Check out #art-club on the Mineplex Discord by reacting to the palette emoji in #club-assign!

IMPACT POETRY

BY: INTORAINBOWS

Challenger approaching! A new contest has entered the Mineplex Newsletter.

Impact Poetry is a monthly contest revolving around different styles of creative writing.

One prompt and poetic style will be provided per month (i.e. sonnet)

These contests are open to anyone in the community

Your original written content does not have to be relevant to Mineplex but must follow the network's rules.

September's prompt is "Something you enjoy" and the poetry style is "six-word memoir".

Below are examples of six-word memoirs based on things I enjoy:

A six-word memoir about: My invisible cat, Noodles
Made from pasta and my love

A six-word memoir about: English tea with cream
Black tea warms my black heart

A six-word memoir about: Holding hands in the winter
Off to adventure, let's go friend!

A six-word memoir about: Listening to music on public transit
I could be anywhere right now

Submit your poem here: <https://forms.gle/DXmpYgxq3jjiqE8V16>

Prizes:

1st Place - 3 Mythicals

2nd Place - 1 Mythical & 1 Ancient

3rd Place - 1 Ancient & 1000 Shards

CAPTION THE IMAGE!

BY: FLAWSOME

From the artworks constantly shared on the forums to the gameplay highlight videos that are guaranteed to entertain, it is no secret that Mineplex players are overflowing with creativity. The Newsletter Team recognizes this talent and we make it a priority to allow our readers to showcase their imagination through our monthly game: Caption the Image!

Simply take a peek at the image provided and submit a caption that you think best fits the scenario via the form below to have a chance to be featured in next month's Newsletter!



Already have a caption in mind? Share it with us here:

<https://docs.google.com/forms/d/e/1FAIpQLSeQoq6wzyiRYG2PIDCtXCPCWj0uhlFGTEDPgW7UCJb5RRwBFQ/viewform>

Last but definitely not least, join us in congratulating these individuals who flexed their brain muscles and made us chuckle for the month of August:



Skolton0547: "Everything the light touches, will be yours, especially the grass. Let me warn you though, stay away from the darkness, that's where zombies spawn."

Tours: "Jeff did you eat my grass?" "No, I swear it was Robert."

AUGUST STAFF STATISTICS

BY: XUMBREON

This month, we want to congratulate all the staff members that received promotions or had an important milestone, as well as thank those who have resigned from the team for all of their contributions.

Promotions:

Java Trainee

August 3rd: Tweatzy, Jhazu, CreepBro06, iMedia, allumee
August 10th: January34, Toxcity, SupremeWafflez
August 24th: 510bike, Goudge

Bedrock Trainee

August 10th: hunter5566, memeluous, Tomahawkman42, WyckedVixen

Java Mod

August 3rd: DeMotD, Wolfayy, Eclipciz
August 24th: Arccrean, AppleFTW, Hestong, MiladKhan, Noodlezz

Bedrock Mod

August 3rd: Hypelexity
August 18th: xailiabro, FlamingKnight08

Senior Mod:

August 19th: Shaiym (Community Management)
August 31st: Twist (Staff Management)

Admin:

August 26th: GrandpaNguyen (Clans Management)

1st Year Milestones:

August 11th: Acaulis
August 25th: Lionatthezoo, CaptainPigmans

2nd Year Milestones:

August 4th: BREEZLET
August 11th: AGLThree

4th Year Milestone:

August 28th: Speedz

5th Year Milestone:

August 17th: BillNye

Resignations:

August 1st: Busjack5
August 3rd: Ery, Pritt03
August 11th: Hagen_Is_Awesome
August 12th: BuySomeApples
August 16th: allumee
August 22nd: SourSky
August 24th: Enunciated (Community Management)
August 25th: ClqssyOwl
August 26th: mepman9 (Clans Management Admin)
August 26th: Evence, Hypelexity

Total in-game reports (/reports) processed for August: 9,999 (yes really)

NEWSLETTER STAFF BIOS



Tortelett: Hi I made the pdf this month.



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



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



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



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



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



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

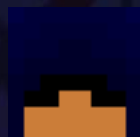
NEWSLETTER STAFF BIOS



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



Arjun: Yo! I'm Arjun and I'm a Moderator here on Mineplex. I spend most of my time playing games on the server and dedicating my efforts to my subteams; RA, RP, NL, GI, CCC, and MTT. I'm a pretty competitive player who's always down to play some games, so if you ever see me around and wanna play some PvP games let me know!



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



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



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



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



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