

MINIPELEX

NEWSLETTER



Issue 65
February 2021

The Return of Castle Siege, Map Competition,
Upcoming Team Changes, and more.

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From the Editor

Happy February! I hope you all had a delightful start to your 2021 and made some headway on resolutions if you have any. 2021 has certainly brought some interesting times so far, so hopefully you all have been able to take the time to practice some good self care and pursue your interests. Make sure to start your second month of 2021 well!

With Valentine's Day approaching, I just want to remind you all that whether this is the first or the fiftieth Newsletter you've read, I appreciate all of you and your continued interest. You all make writing, editing, and producing the Newsletter each month an enjoyable and worthwhile process. This month, even after Valentine's Day, try to take some time to spread some love wherever possible, whether that be in the community or somewhere else in your life. Everyone could use a little bit of love right around now!

As always, if you have any questions or concerns relating to the Newsletter or the team, feel free to message me on the forums or on Discord. Otherwise, you can always submit comments or feedback on the latest edition through our [official form](#) or on the thread. I hope you enjoy February's edition of the Mineplex Newsletter and have a great start to your second month of 2021!

Have a lovely February!

- AGLThree, Newsletter Program Manager

The Return Of Castle Siege

By AGLThree

Nearly three years ago, on February 23, 2018, many members of the community were dismayed by the removal of Castle Siege (CS). Following its departure from the network, the game lived on through discussions of its return in forum posts, community-organized Discord servers, and competitive league games. Despite how much time had passed, Castle Siege's legacy and community persisted all the way up until this year, when suddenly, 34 months later, Castle Siege returned to the network on December 22, 2020. As a surprise holiday gift, Castle Siege came back for the remainder of the year, both as part of the advent calendar event and also as an opportunity for players, whether longtime members of the CS community or not, to experience the game again.

As the first ever game on the network, Castle Siege has changed quite a bit over the years, yet even after being absent for so long, the objective of the game has remained the same. Players can queue to be either a defender or an undead. Defenders can select from a variety of classes in order to protect their king, or Santa Claus more recently, but respawn as wolves upon dying.

Undead members can play as a variety of different mobs and must storm the castle and kill the king before sunrise. With a variety of maps to choose from and strategy behind each fence and TNT placement, Castle Siege games are dynamic and a constant struggle between the two teams right to the end.

Many players were overjoyed with the return of Castle Siege, especially those who had been playing it in MPS's for years and could now reap some game rewards for their efforts. During the last days of 2020 and a bit into 2021, players swarmed Castle Siege lobbies, filling them throughout most hours of the day. Veterans and new players alike got the chance to catch up on missing achievements, reach certain win counts, and bask in the nostalgia that the game brought. Unfortunately, however, Castle Siege was removed along with the rest of the holiday update on January 4, though the official announcement in #java-changelogs on the Mineplex Discord left the topic of the game returning again up for debate.

Here at the Newsletter team, we wanted to get a glimpse into the community's thoughts on Castle Siege, its absence from the network, and its potential to reappear someday. In order to learn more, I sat down with members from the unofficial Castle Siege Game Insights (CSGI) team to discuss the game with them.

Can you tell me more about your experience with Castle Siege? (ex: did you play before its removal? How much did you play when it came back?)

ARareBear: I started playing Mineplex in 2014 and played about 50 games of CS before it was removed (rookie numbers). I never got involved with the CS community until May of 2020. I played it everyday when it came back. It was super fun being able to play it on an actual server and be able to see people enjoy playing it.

Bobert2013: I'm a fairly newer player to CS and only really started grinding it when it was brought back over the weekend. I played a bit back in the day prior to its removal, but this time was the instance in which I went all out, immersing myself in the community, as well as grinding the game.

Doodoobug25: I couldn't tell you when I first started playing Castle Siege, but I can say for sure I started in at least 2015, before Sunstone Stronghold was added. I didn't get really involved with the community until summer 2016, where I really clicked with the players around me.. I played enough Castle Siege from then until its removal to make it to the top 10 leaderboards somehow. When Castle Siege was brought back for Advent, I played a good amount because I wanted to relive the grind while I could.

Danese: Interestingly enough, Castle Siege was the main game that got me involved with the overall Mineplex community. I remember running around the 2015 lobby, flailing my character's fists in the air, when I accidentally joined a game of Castle Siege. What made me enjoy the game so much was the uniqueness of the game itself. What makes Castle Siege so unique, to me, at least, is its ability to allow individual players to have just as much power as entire teams at times. A single defender's mess up can cost dozens of lives, and a single ghoul assassin can create enough panic to destroy a critical choke point. On the flip side, a single defender's lucky arrow can obliterate an entire Undead onslaught.

Jtj: I hadn't played Castle Siege before it was removed, however, my brother did and got 156 wins so it seems he enjoyed the game. I made a promise that I would complete the achievements he couldn't back then, and I spent most of my time grinding when it was added back and finished with 352 wins and the achievement kits.

What was your reaction when Castle Siege was removed initially? How about when it returned?

Bobert2013: The removal of the game appeared logical from a leadership perspective although it seemed to have upset a lot of people in the community. I was pretty sad as game removals are never fun, and the idea that it was brought back was really fulfilling.

Doodoobug25: When I learned CS was about to be removed, I got pretty down about it. Regrettably, I didn't even get on for the last day due to my bad mindset about it. After that, I decided to hit 100 just to finish off my Mineplex grind. The removal of CS was the main cause of me playing less of Mineplex. When CS came back, I was overjoyed, to say the least. I got on when I was able to, and I grinded hard. It was a little different due to everyone grinding

stats before it was removed, but it was still incredibly heartwarming to see my community in a live CS game once again.

Danese: I remember being filled with such confusion and disappointment. Over the coming weeks I saw many notable community members pleading with Mineplex to not remove Castle Siege. I also remember the game's lobby being filled to max capacity during the final hours of its life. Many of us felt straight up ignored regarding the game's removal. Over the coming years, the phrase "Nobody plays CS" became a meme. The phrase originated when the game was removed as entire Castle Siege lobbies were still being played on a daily basis and it was reinforced with the popularity of Area 51, the activity on our MPS's, within our community, with the content our community teams have produced, and with the popularity of Castle Siege as it was added to the live Network for Christmas. When the game was brought back, it was the only game I played.

Would you want Castle Siege to come back? If it was to come back, what would you want to see changed?

ARareBear: It is truly a unique game that Mineplex has created and it'd be awesome if it was brought back permanently. Why would it be a poor decision for Mineplex to have another unique gamemode added to their arsenal of games?

Bobert2013: I would love for CS to come back - it is such a unique game mode filled with mineplex nostalgia, an amazing community, and overall fun. It is clearly loved by a large amount of people and being brought back from time to time would do wonders. The unofficial CSGI team has plenty of changes that we would like to see, from kit reworks to huge changes in game mechanics for the sake of making the game better. I won't get into too much detail here, but an example is lots of fun bits on a TNT rework!

Danese: If it isn't obvious already, I would die to have Castle Siege brought back. Our community is still standing after nearly 3 years after the game was "removed" from the server, and we're not going to be going anywhere any time soon. Our team is currently

discussing changes to the amount of time that the game lasts for. We're discussing reducing the game's duration from 8+ minutes to around 7-or-so minutes (though at this time that number isn't exactly set). There are two main reasons for this. For one, apparently, when the server lags due to there being 60 players on at once, the timer slows down. The second reason has to do with the balance of the game itself. Our idea is that, by reducing the game's duration somewhat, the Undead are forced to make progress on a much quicker basis in order to win; yet, should the Undead be completely defeated, the amount of time that they are making absolutely no progress is much lower.

Doodoobug25: Yes, I would love to see CS come back! If CS did come back, a change I would love to see is the Undead Summoner getting the passive ability that Undead Archer has (-1 damage per hit). When Summoner was created, we forgot to put a passive on it, so this will help Summoner become a more viable kit.

Jtj: I would definitely want Castle Siege to be brought back. I enjoyed playing it with other people and a larger player count. Changes I would like to see are maybe decreasing the time to 8 minutes instead of 8.2 minutes and adding regeneration to the paladin ability.

Thanks to the CSGI team for taking the time to sit down and discuss these questions with me! Hopefully their answers provided some insight into the variety of opinions on the game and its presence on the network within our community. For people interested in getting involved in the Castle Siege community despite the game's removal from the network, feel free to reach out to any of these people!

While Castle Siege wasn't back on the network for too long, its return provided some hope for players who had advocated so heavily for its return in the past few years, showing that the countless forum posts and Discord messages did not go unnoticed. Moving forward, players should continue to employ their passion for various parts of the network in order to promote changes and spread ideas that they might have. Hopefully, the return of Castle Siege has set a positive precedent for receptiveness to these ideas and the future may very well continue to fulfill hopes and dreams present on the network. If you are interested in seeing Castle Siege return again, check out [this thread](#), which is currently the most active Castle Siege discussion thread open on the Mineplex forums. In addition, if you have any other thoughts on Castle Siege or other ideas or suggestions in general, be sure to head over to our Discord at [discord.mineplex.com](#) or post in the relevant section on the forums!

Upcoming Team Changes

By jacvb & neotheater

With the start of a new year, changes will be made across the entire network. From hinted future updates to long awaited tournaments on the horizon, there is a lot to look forward to in the upcoming year. In this article, we decided to take the time to sit down with the leaders of a few teams here on the network to see where their teams are heading.

First up, we took some time to speak to tricorder after being promoted to the head of [Bedrock Game Insights](#).

What has your team learned in 2020 that you'll be taking into 2021?

tricorder: "2020 was a big first year for our team, and with it came a lot of changes and a very steep learning curve as we tried to figure out what we wanted to become and who we wanted to be. That being said, when all is said and done, I think it was worth it.

Bedrock GI was officially created on September 9th, 2020. Before that point, the broader Game Insights team had always been one consisting of three categories: Classics, Hardcore, and Arcade-- all Java teams. What Bedrock

GI added was a way for devoted members of the Bedrock network to suggest balance changes and create general update documents for their favourite games for the very first time in Mineplex history.

So what have we learned from it? Quite a bit. First and foremost, we learned how we want to operate as a team. We created a system for new documents (thanks to Landon, our ex-team lead) and getting them developed, that goes something like this:

- Bedrock Development requests a document
- Category Lead compiles a basic document by sorting through all suggestions on the Forums, Discord, and more.
- Category Lead gets GI feedback and revises the document based on it
- Update is developed & tested, changes made where necessary

Using this system, members of the GI team were able to push out an update for Dragons, Micro Battles, and Turf Wars. We also were able to create a number of other documents that you may see turn into reality in the coming

months. And even past this, input from select GI members past and present helped to create an update to Skywars, Cake Wars, Block Hunt (again), our Knockback system, Turf Wars (Again), our new BossBar system, Speed Builders, our new Pregame lobby, the creation of Castle Defence, and our Winter Event! We've been busy.

This system was great, and worked well, however in 2021 we would like to start doing more meetings as a team to compile our initial documents as a group, as to spread the workload around and make sure everyone's voices are always heard within our team.

We have also learned that while doing stuff within our team is great, we should look more to the broader community for feedback and ideas, as Bedrock GI should be a representation of the entire playerbase.

Overall, we've all learned how we want to carry ourselves into the future. How we believe our team should function in the coming months and years, and where we want to go from here."

Are there any plans for your team going into 2021? Any new projects or changes on the horizon?

tricorder: "We've got a lot planned for this next year, and it's probably going to be more busy than the last. In the next quarter we would like to focus on expanding our reach to get feedback from as many people as possible. This means inviting new members to the Bedrock GI team, new people to the Game Insights Discord, searching for new places to get game feedback from, and much more!

In terms of new projects on the horizon: I don't want to tease everything just yet, but I will say we are planning on adding onto our lovely Cake Wars document, creating a brand new concept document for Survival Mode, and revamping Castle Defence. There are quite a few more things, but I'll have to leave them for you to discover on your own.

Furthermore, we want to use 2021 as a way to solidify our position and continue pumping out great documents with everything to do with Bedrock games, while growing as a team both literally and metaphorically. Aside from GI-specific work, we would like to continue our collaboration with the Ideas Team

managing game alteration suggestions and perhaps helping out with future general Ideas Documents to do with game statistics and game missions.

At the end of the day, while we may have many specific ideas on where we want to go in the future, our core goal is very simple: To make each year better than the next.”

We also took the time to sit down with TobiGoro, the lead of the **Translations Team**, to see what his team is going to be up to this upcoming year!

What has your team learned in 2020 that you'll be taking into 2021?

TobiGoro: “As a team, we have all been through quite a lot this year. The website translations kicked in for real as soon as the year began, and it has been... Challenging, to say the least. At first, we were all very excited about the new project, but the format of the website translations was like nothing we had ever worked with before. It took some time getting used to, and I am proud to say that I think we have finally found a way to optimize our projects so that everyone gets the work done on time while also avoiding being overwhelmed - because, in fact, it is very easy to be overwhelmed with work.

There are a lot of psychological aspects of project management and constantly having to meet deadlines. We, Mining, Spoertt and I, have spent many hours collecting and processing feedback from the translators, proofreaders and scouts, but it was all worth it. It allowed us to get the most sincere idea of what the team members want and are driven by. It also showed us in which areas improvement was necessary. It is difficult, if not impossible, to foresee how projects will be handled in a team as big as ours. However, with 78% of the website having been translated, I think it is safe to say that we have all found a great rhythm and are so prepared for the upcoming year.”

Are there any plans for your team going into 2021? Any new projects or changes in the horizon?

TobiGoro: “I am afraid I cannot tell you too much here as it has not all been settled on yet. The TT tree has the opportunity to branch out in many different ways. In fact, we have so many opportunities that we are actually limited by the capacity within our translations service, Crowdin! We are quite privileged, to say the least. So far, we have discussed the possibility of reincarnating the Bedrock project. It is not only more relatable, but also

provides fun strings to translate, so we are definitely hooked on that idea. We have been given the get-go from “above”, but we will see where the boat takes us. Right now however, our priority is the website translations. To me, it is weird to see it being completed as it seems to me like a year went by without a notice?! What is not weird however, is the tremendous effort from everyone within TT. Spoertt, Mining and I are beyond satisfied with everything TT has achieved during this otherwise terrible year. We are looking forward to a year with great progress and fun projects, and we hope you will all follow our journey.”

After we spoke to TobiGoro, we took a few moments to learn what Flaym, the **Clans Management** Admin, has planned for the wildly popular game mode this year. Is Season 7 coming anytime soon? What will it bring to the game? We know a lot of people want the answers to these burning questions, so keep reading to find out!

What are some changes that Clans Season 7 will bring to the game?

Flaym: “Currently, there isn’t much I can guarantee 100%, although I have dropped some hints here and there. In

general, this update focuses on bringing the kinds of changes the community wants, with hopefully a lot of bug fixes, improvement on lag, and new content in the form of major map changes as well as another major thing which won’t be revealed just yet!”

Is there a current ETA (other than “SoonTM”) for Season 7?

Flaym: “Estimations are always a slippery slope because I never want to make promises for things that might change in the future, especially with the history of Clans’ development. Alex has recently made it public that he plans for Season 7 to be part of a bigger Mineplex update, which might not be within the month, but “soon depending on the other moving parts”. This isn’t confirmation on anything of course, but it’s a little insight into the current development plan and potential time frame for the update.”

Are you planning on making Clans more accessible to newer players? i.e. giving them a way to actually get into the game without being destroyed by more experienced clans?

Flaym: “New player accessibility is a massive issue that not only Clans faces,

but many of Mineplex's games. While the focus of this update is tailored more towards our old/current player base, there are a few things in here to improve the experience for new players, as well as fixing the very well-known clan issue which displays the wrong command for players to get started at spawn. Further down the line, I'm aiming to have a much larger focus on the experience for new players and open the game up to different styles of gameplay to make the experience less nuanced."

Do you have any other plans for Clans that could help with improving the gameplay experience for both the Clans community, Staff and the general Mineplex community?

Flaym: "Aside from all the Season 7 stuff, there are a few things to look forward to in potentially the upcoming month. The main one is the new rulebook, which I had initially been holding off on until the release of Season 7. The new rulebook in general should help players more easily understand our Clans rules with a big change in structure and simplifications for our blacklist lengths and other info, while still providing the necessary detail where it's needed. With the new

rulebook of course, there will be a lot of staff-side documentation in the form of guidelines and other info to help not only the CM/CMA team, but the staff team as a whole with understanding the Clans rules and moderation among other information.

Additionally, depending on when Season 7 might be happening, we're aiming to host another Clans Event soon, and there'll be more news in the future about what that includes. I already recently released a small poll about that on the Clans Discord (discord.gg/p37krf7), which is where a lot of staff-community interaction goes on already regarding anything Clans-related."

To conclude, there seems to be many changes that are going to be happening on the network within 2021 that are hopefully going to appeal to everyone! We'd like to thank tricorder, TobiGoro, and Flaym for speaking to us and answering some questions with long-awaited answers. Perhaps there will be some more surprising changes this year that went unmentioned in this article? Let's just wait and see...

2021 Map Submission Contest

By 510bike

For the past several years, the Mineplex Build Team has hosted a Map Submissions Competition. Any map submitted between January 1st and January 31st that is accepted is automatically entered into the competition! This friendly competition gives community members a chance to earn some prizes for high quality map submissions and also helps to encourage more maps to be submitted.

Many factors go into deciding who the winners will be. Judges will focus on reviewing three different categories: aesthetics, gameplay, and effort. While members can submit maps for games such as Micro Battles, they are likely to score less in the effort category compared to a game such as Cake Wars as the maps are much bigger and require more detail.

I had the chance to speak with Dutty, the Mineplex Build Team Admin, and one of this year's competition judges. Let's see what she has to say about the competition below!

Why has the build team continued to host this competition each year?

Dutty: "Every year, when we host the competition, we get a load of new people excited to submit maps who we normally don't see submitting maps. It's nice to see some fresh faces have their go at building maps for Mineplex. I think the exclusive rewards draw people in, which is why I like to come up with new and exciting rewards each year. This year, we've added the Diamond Sword Name, since the demand for exclusive weapon names seems to be growing.

Another nice thing is that regular competitions don't inspire the community to be excessively creative. Usually, they're pvp based. And whilst I understand the draw in those types of competitions, I think it's nice to have a peaceful competition that also betters the server! It's also twice as rewarding, because you get to see your map go live at the end of it all.

Ultimately, we've continued to host it because it seems as though people enjoy it and want to take part."

Is there usually an increase in the quality of maps submitted when the competition is running?

Dutty: "It's somewhat the opposite. Don't get me wrong, I appreciate every single map that someone has put time and effort into creating. However, because of the rewards offered, we sometimes get people who aren't the greatest of builders submitting maps so they can have the chance of winning the rewards. I still love to see people get involved who wouldn't normally, since it seems to be a step out of their comfort zone - and that's really cool to see!

On the other hand, there is usually an influx of maps from people who usually submit them and get them accepted, so it's nice to see a lot of good looking maps pouring into the submissions!"

What is the most important thing you look for when judging the maps?

Dutty: "We actually judge each map on three different categories; gameplay, aesthetics and effort. Each one is equally as important when judging the

maps as they're all scored out of 10 to eventually be totalled out of 30. That being said, for games such as individual Nano Games, where the gameplay aspect of building is minimal (like Color Swap, Bomber, Slime Territory etc), aesthetics and effort come into play more importantly. Since building maps for those gamemodes is incredibly easy and purely relies on aesthetics, it has to be really good to score highly in the effort category, because it's really difficult to get something wrong when building those maps.

Ultimately, whilst gameplay is always the most important thing for a map to go live, I think for the competition's sake, we look more at aesthetics. If a map is incredibly appealing to look at, we're probably going to award it very highly for being so."

What is your favorite part about the competition?

Dutty: "There are a few things that I love about this competition.

One thing that I've previously mentioned is getting to see new people go out of their comfort zone and create a map in the hopes of winning the competition. I like seeing new faces taking part in submitting maps, and

community members from all game communities; some names that I recognise and some that I don't. I like inspiring people to build in general, so seeing these fresh faces having a go is really nice.

Another thing I love doing is the final scoring. I enjoy going through each map with the other build leads and giving our votes. It's exciting to give each vote separately, and then at the very end have a look at all the totals and find out who won together. We get equally as excited as the community probably do to find out who's won. It's also nice to have a look through all the builds again when voting.

Ultimately, my favourite thing is to see the time and effort people put into building maps, in general too. I appreciate every single person who sends in a map submission. I'm looking forward to finding out the results of this competition, and giving out the very first Diamond Sword Name this competition has seen! Here's to more competitions in the future ^-^"

The competition is divided into different categories: highest scoring overall, highest scoring aesthetics, highest scoring effort, highest scoring gameplay, most creative theme, and most unique gameplay. There are numerous prizes given out for this competition. Each participant will receive one illuminated chest regardless of if they win a category or not. For the person(s) who wins the highest overall category, they will receive an exclusive forum tag and a diamond sword name. Receiving first place in any of the categories will award each person five omega chests, a title in-game, three experience boosters, and two game amplifiers. Receiving second place will award recipients three omega chests, two experience boosters, and one gem amplifier. Receiving third place will award recipients two omega chests and one experience booster.

I decided to speak to Paladise, one of the contestants, to hear their thoughts about the competition. Let's see what they have to say below.

Why did you decide to enter the competition?

Paladise: "One of the main reasons I decided to enter the competition was because of the huge prizes that they were offering, especially compared to some of the other competitions Mineplex hosted like the Halloween Bingo or the Christmas challenges. I also had been creating different builds and testing out various themes by the time the contest came out so it seemed like a good way to showcase some of my work if I managed to get a map accepted."

What is your favorite part about building maps?

Paladise: "Honestly the best part of building maps is towards the very end because I finally get to see the vision that I have been working towards from the very start of the whole process. Adding the finishing touches, taking a step back, and looking at what I have accomplished is a very rewarding experience."

If the competition returns next year, do you see yourself re-entering?

Paladise: "If I'm still a part of the Mineplex community, I will definitely see myself re-entering because building has become a huge hobby of mine and being able to give back to the community while still getting an awesome experience out of it is a win-win situation."

A huge thank you to Dutty and Paladise for their interview responses!

The 2021 Map Submission Contest is an exciting time for community members and Builders alike. The competition results won't be posted until the end of February, but many people are looking forward to seeing the results. Hopefully this competition will make a return next year!

For more information on the competition, check out this thread [here](#)!



Caption the Image

By Marzie

February is here and there's lots of love to give! Whether it be friends, family, or someone else you cherish in your life, we all care for someone. Spending the month with them or offering them some candy, love, or gifts can mean the world to someone. Whether or not you have someone to whom you want to give lots of love, just remember that the candy will be on sale after Valentine's Day. Just think about it as some well-deserved self care... In case you didn't

hear, a pig brawl happened on the Staff Island this week! While watching this altercation in horror, we captured a perfectly timed image of a pig falling to their doom! Help us caption this image for our next Newsletter:

Think you have a good caption?

Submit it here:

<https://forms.gle/1mmi3XsQt88cype8>



In last month's edition of the Newsletter, we gave you an image of two friends battling it out in one of our Arcade games, Super Paintball:

Here are two captions for last month's image:

Bob16077777: "Bye bye friendship!"

BroActually: "Clay, Water and Lava - February"

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

January 9: Daemor

Java Mod

January 2: FireballX3, Idut, illum_, Nimpy,
S1KH, XtremeLucas543

January 9: NuclearTM

January 16: Eroca, Exclipse, xharrison

January 23: rilau

January 24: zvns

Bedrock Trainee

January 9: Bob16077777

Bedrock Mod

January 2: TheArrowsShadow

January 24: endergamerx1, ItsAqvaris

Senior Moderator

January 8: PieorPi (Forum Management)

Builder

January 15: CarterAimz_

Resignations

December 31: Meami, xstr4fiingx

January 1: LJwX

January 2: Landay (Community Management,
Quality Assurance)

January 7: n2l

January 8: ddgolfer04 (Forum Management)

January 31: itsaquaris, Surved (Event Squad)

1 Year Milestones

January 11: inf3rrrior81

January 18: Camull, chhase, Documents

2 Year Milestones

January 19: ezlee6

3 Year Milestones

December 1: wattywatty14

January 5: Tylarr

January 19: xFrazer

4 Year Milestones

January 6: FairestLordHarry

January 20: Twist

5 Year Milestones

January 29: Phamtastic

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: Starting a second 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! Shoutout to Cheezeburgerfan and AtlantaBraves!



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



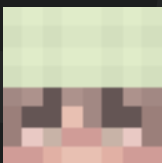
510bike: Hi! My name is 510bike, and I'm currently a writer and editor for the Newsletter! I'm also currently a Sr.Mod on the Social Media team, a cross-platform staff member, and I am a member of RA, RPA, and FM. Outside of Mineplex, I'm into martial arts, photography, and mock trial! Feel free to say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



neoheater: when the darkness turns to light, all the trouble fades away into nothing. when the moon can touch the sky, all the love in your heart i can see it rising. when the cloud cover starts to break, you will feel the sun raise over your shoulders. when a star moves in your hand, use your eyes and don't be waiting for too long.



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.