Rules and Info

Season 12 Guide

Table of Contents

Welcome!

1.1 - Introduction

Oakridge is a unique community. It's not the builds, or the redstone, or our command block creations, or even our custom add-ons that make it what it is.

Oakridge is what it is because of our **community**. We're all **friends** that coexist within an environment **without judgement**, only caring about how we treat each other, and ourselves. We're a group of a few dozen people from all over the world, who are pretty much friends with all other members. On the outside, we're all different people from different places; but here, we're one big family. Nobody is excluded, nobody is treated like they don't belong. **We belong with each other.**

That's what the best part of Oakridge is. With that said, welcome to Oakridge: Survival Unhinged Season 12! The rest of this guide will get you acquainted with the current season. Keep reading below!

Welcome!

1.2 - Becoming A Member

If you're a new friend, welcome and congratulations on being accepted!

If you're coming back, this is important too.

In order to get your realm invite and become a member, there's a few more steps to complete.

1. Channels to review
   a. **Learn:** This guide will introduce you to Oakridge!
   b. **Learn:** #discord_info will tell you about our discord server
   c. **Read:** #announcements will update you on recent news
   d. **React:** #monthly_roll_call will make sure we know you're an active member of our community
   e. **Write:** #introductions will introduce other members to you

2. Once you've read, reacted, and written an introduction, make sure **OakridgeAdmin** is added as a friend on Xbox (important!)

3. Update your **discord username** to reflect your gamertag

4. Ping @owner in #gaming_chat requesting membership!

Welcome!

1.3 - Joining The Realm

Now that you're a member, you can access all of our channels!

To get started playing, there's a few more things to know. Use this as a reference once you've finished reading the rest of this channel!

1. Channels to review
   a. **Learn:** #about_addons will tell you about our custom addons
   b. **Review:** #community_events to learn about community projects that you might want to participate in!
   c. **Read:** #helpful_links will show a map of our spawn and link you to world downloads and other packs for your convenience and inspiration

2. Before joining, message in #main_realm so you can get a tour!

3. Select a kit in the **starter kits** room and proceed to the surface to explore spawn town! Section 2 summarizes everything

4. Claim a **housing plot** with a sign, then a **post box** (required!) including your house's street address

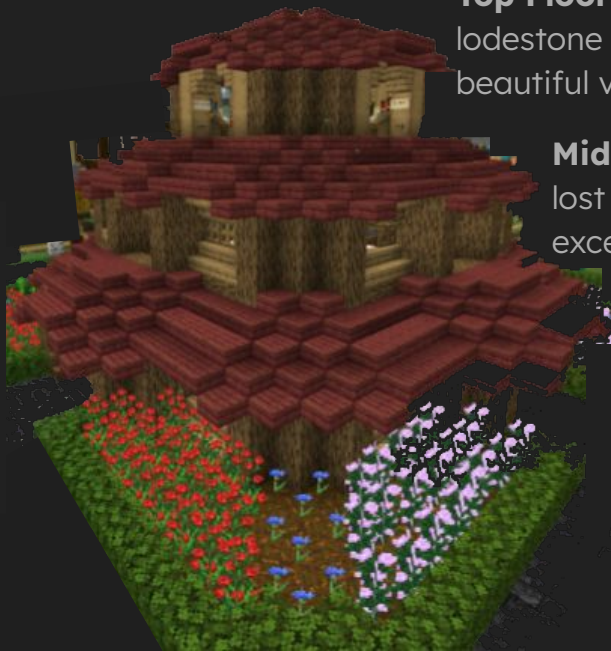5. You're ready to get going, **have fun!**

Spawn Town

2.1 - Town Hall

The **Oakridge Town Hall** is the hub or our spawn town! It has 5 levels: 3 above ground and 2 basements.

Basement 1: Read On...

Basement 2: Addon Showcase! Use this as an in-game reference for the many important customizations that Oakridge brings!

Top Floor: Elytra takeoff point with a lodestone for orienting yourself, providing a beautiful view of our spawn area.

Mid-level: Community storage, with our lost and found. Please donate your excess items!

Ground Floor: Custom Paintball minigame and 2 nether portals to our nether hub!

2.1 - Town Hall

Magic Room

1. **The Enchantery** provides a free enchanting table, anvil, and grindstone, with chests available for communal storage of books and lapis

2. **The Mender** lets you mend your Mending-enchanted tools with XP, for a price

3. **The XP Exchange** directly increases your XP by 30 levels, for a price

Community Mines Rules

Finish The Tunnel Policy: Before starting a new tunnel, cap your mine at **500 blocks out** and pick up ALL ores! No ores left behind! Excess can be traded or put in community storage! Poke holes are prohibited.

Display Room

1. **The Commands Room** provides access to spectator mode, some scoreboards, and limited-access teleports

2. **Cartography Services** highlight the server's progress on Spawn and the Main Map, providing access to locked and unlocked copies of each map

Financial Room

1. **The Grand Exchange** houses our Bankers (Resource Peddlers) who trade resources in a 3:1 ratio

2. **A Shop Directory** reflects a catalog of shops available to purchase from

3. **The Mines** has 3 levels, for Iron, Balanced, and Diamond focuses, with free torches and a storage pit

Mechanical Room

1. **Lava Cauldron Storage** houses items that you throw into a cauldron filled with lava. "One man's trash…"

2. **The Mines Storage** houses items thrown into the central pit of the mines

3. **The Smeltery** lets you smelt your items with free fuel and chunkloading, so it smelts even when no one's nearby!

Post Office

All members must have a mailbox in the Post Office! Mark your mailbox with your name and street address. Check this regularly, your box will light up when you've got mail!

Commerce

2.3 - Shopping District

Welcome to Oakridge's economy! Check #market or the in-game shop directory for a catalog of items to buy. The catalog format and all shop entries are pinned.

1. **Varied-sizes of plots** are outlined in Mangrove logs, claim one with a sign

2. There are 6 **pre-built, empty shops**. If you don't want to build a shop but want to sell items, these are perfect for you! Fill their interior as you'd like, but **do not change the exterior** (besides removable decor)

3. Check and restock your store **regularly**. One-of-a-kind items like event prizes or patreon boxes cannot be sold here. Shops are intended for **collections of items** (that aren't suitable for stalls or bartering; see section 2.5)
   a. **Examples include:** Blacksmith/armor trimmer, bakery, apiary, music, wood, stone, concrete, wool, mob drops, frozen, potions, tnt, underwater, greens, trash shop, redstone, books, weapons, and more…

4. All store owners should make a post in #market and the in-game shop directory for everyone's convenience. Be sure to include an **image**!

Recreation

2.4 - Oakridge Park

Welcome to your place for peace and reflection. The park is an ongoing project, for anyone to expand on. Spread some love.

1. Have a chat on the benches, relax in the gazebo with some music from our jukebox

2. Enjoy the custom scenery, meandering between custom paths, trees, and natural caves

3. Experiment with Oakridge's enhanced fishing and explore the world by the seas, using the boat connections of our docks

4. Mourn the loss of a pet at the pet graveyard :(

5. Trade with the Dungeon Master, Concrete Paver, or even the elusive Overworld Trader

Socialize

2.5 - Community District

No longer do we provide farms for you... instead, it's up to the community to create them together. Introducing the latest addition to spawn town: the **Oakridge Community District**!

1. In the center of the loop are **Player Quests**, similar to RenTheKing's quests on Hermitcraft
   a. **Barter** with other players: state your barter and receive your **trade**!
   b. Ask for **actions/favors** like a bulletin board (EX: Murder) and grant **rewards** on completion.

2. **Market Stalls** line the exterior, perfect for selling limited quantities or types of items that may not expand to a full shop.

3. The far side are **Community Teleports**: members **should request** teleports to be created here for community-centric projects
   a. **Examples include:** a **farming** district, holiday districts, various **biomes**, a **minigame** district, or large-joint-bases

4. Since we don't have a tree farm on-world-start, a limited number of varied trees will be provided around spawn town. **Always replant, and do not cut down custom trees!!!**

Dimensions

3.1 - Overworld (Bases)
3.2 - The Nether
3.3 - The End

Bases

3.1 - Overworld (Bases)

Spawn houses teleport to Teleport Hubs at every player's main base. Those hubs also teleport to multiple satellites!

Bases

1. Main bases **must** be within 2048 blocks of 0, 0. **Most players stay within 1024 blocks.** Redstone must be able to turn off.
   a. If you choose to go select the further out option, **consider** building something **near spawn** to keep the area vibrant!

2. We typically **suggest** keeping main bases around **128x128** in size for courtesy of others, but this is flexible. Your claim extends from sky to bedrock.

3. All bases may be visited unless otherwise marked, but should not be touched unless marked as a teleporter. Private bases should be marked accordingly, admins will still visit. Report trespassers.

3.2 - The Nether

North Tunnel

South Tunnel

Open Nether

1. Access to the Open Nether is available, but **safety is not guaranteed!**

2. Remember, the **nether hub is at 0, 0,** you can always make your way back there or to either of the North and South tunnels.

Nether Mines

1. Nether Mines **cap at 500 blocks** out, and are at **y 12,** which is the best height *on Bedrock*

2. **Bed mining is not permitted!** It creates a lot of mess and is not suitable for our multiplayer server.

3. Pickaxe and TNT mining are encouraged! **If using TNT, claim 3 tunnels and explode the middle one.**

North and South Tunnels lead to the Mining Mesa, Mining Desert, Mining Gravelly Desert, Stronghold, and Community Blaze Farm.

All tunnels have **horse stables** and are designed for multiple modes of transport.

Players are **encouraged** to connect their bases and satellites to the nether hub with **beautiful tunnels**!

Void

3.3 - The End

The end is a dangerous place, but also home to some of the most important items in the game!

1. The End Dimension opens with the **Community Dragon Fights**, typically 2-5 weeks after the season starts
   a. You **may not** enter the End before this, even if you find a stronghold

2. To avoid loss of items in the void, keepinventory is **automatically enabled** when any players enter the end dimension

3. **End raids** are fantastic **group events**! Ask admins to set up an official Discord Event and post in #community_events

4. Members may **request** a reset of the end if the end cities seem few and far between

Final Notes

Transport

4.1 - Teleports

Getting to your base is always a challenge. Use the nether, maybe a horse, **or a Teleport** on Oakridge! The setup process is key.


Setup
1. Set up signs on **both ends** specifying the **destination coordinates**. This tells admins where to point the teleport!

2. Post in #ask_the_team and we'll get to you **within a few days**. Follow up if not!
   a. We cannot create your teleport if the signs from Step 1 are incorrectly set up.

Reminders
1. Your Spawn house goes to a Teleport Hub, usually at your Main Base. That Teleport Hub has buttons for Spawn and all Satellites
   a. **Spawn → Base + Hub → Satellites**

2. Teleports transport **all** nearby entities (1-5 block radius)
   a. EAT THE BUTTON! Get close to activate.

4.2 - Mob Spawners

Oakridge has Custom Mob Spawners for farms!
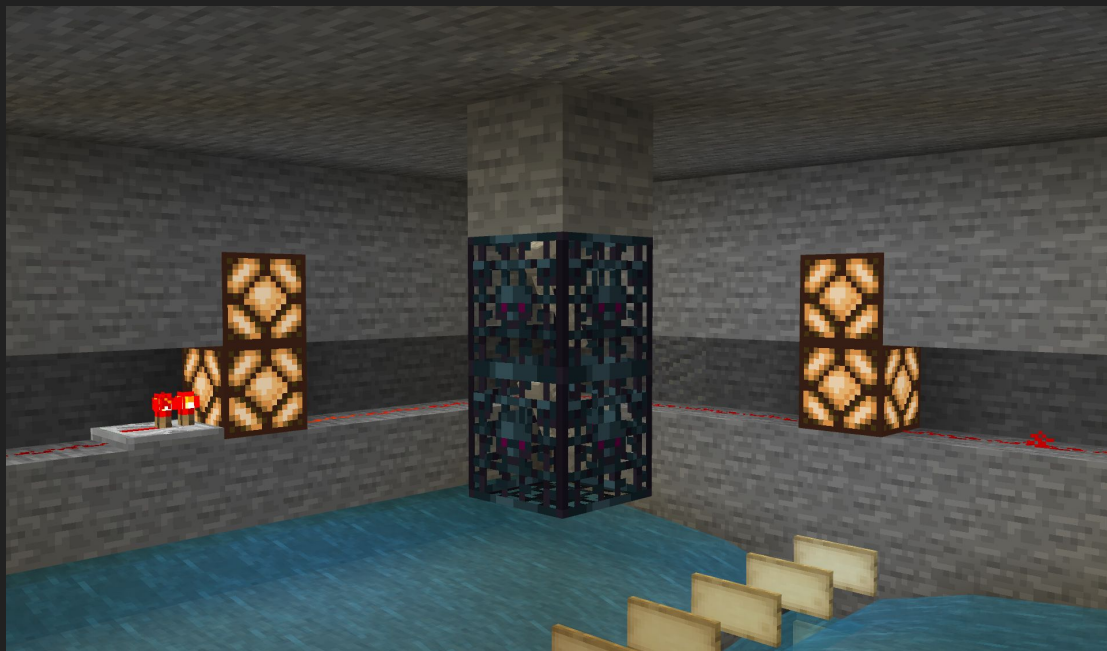
If you see a vanilla dungeon, screenshot it, break it, and DM AvgZing to get a **free spawner cage** in your mailbox. If they forget, follow up each day.

The **Dungeon Master villager** will give you more spawner cages, as well as spawn eggs for them!

If the dungeon master doesn't have a spawn egg you want for a spawner farm, **ask an admin for it** in #ask_the_team.

4.3 - Admin Services

Despawn Beacon:
Thanks to BSavage71, Oakridge has a custom entity called a Despawn Beacon, which **despawns all hostile mobs in a 48 block radius sphere** around it. These are **slow**, but offer **rudimentary** base protection.

If you want one, mark the coordinates where you want the beacon placed. In order to avoid its interference with other builds or mob spawners, the **entire area** must be yours - the circle must not overlap with anyone else's plots.

Also:
Admins set up **events using Discord's Events feature**, make teleports, maintain spawn, and monitor the realm and fix issues as they arise.

Build Help:
Upon request for builds, you can ask for our **special villagers** (Dungeon Master, Peddler, Paver), **Command Blocks**, or help with hard-to-obtain resources (**Bedrock, Barrier Blocks**). In special cases, creative mode may be granted, but it **may not offer an unfair advantage**. Admins are happy to help out with particularly **difficult challenges**, like making a giant hole or moving villagers.

Minigames Help:
To encourage more Minigames, the resource cost of them **can be** subsidized by Admins **if the community cannot provide**. **Command blocks are also available** for fun.

To organize a **Realm Event** (Wither Fights, ABBA tournaments, minigame nights) please contact an Admin and have your location, rules, laid out so we can discuss and potentially invest.

To request any services, ask in #ask_the_team or DMs and provide relevant details.

If you exploit any of these services, you will be **severely punished** with **no exceptions**.
These are meant to make the game more fun, **not to provide an unfair advantage.**

Grieving

4.4 - Memorials

Loss is a painful thing to deal with, and as a community, we're here to support you. However, death and memorials are sensitive subjects and we must be conscious of that.

1. Loss of **in-game pets** is treated more lightly and may go in our Pet Cemetary at spawn

2. All Memorials for **Minecrafter-related** deaths that members feel they need to build on the realm to work through their grief must be built at a satellite that is outside of **1024 blocks from Spawn**

3. All Memorials for **non-Minecrafter related** deaths that members feel they need to build on the realm to work through their grief must be built at a satellite that is outside of 204**8 blocks from Spawn**

4. **Teleport signs** to these satellites **must** include **"TW: Memorial Site"** or something similar.

4.5 - Community Support

To help **pay for community expenses** and **donate** to those who help us make our addons (such as BedrockTweaks people and more), Oakridge has set up a Patreon, where each additional tier gains special benefits for supporting us. **We NEVER expect anyone to support us**, but for those who do, we wanted to make it worthwhile.

You can view the patreon and support the community at:
https://patreon.com/oakridgemcrealm

Patrons can get access to private channels where they can **help us** develop new features for the add-ons, help us with decisions, designs, and seeds for the new seasons, actually log in and help work on each new season's spawn town, get assistance on their own custom add-ons, and get access to an in-game supporter shop with small customizeable rewards.

These are channels that have **in the past been restricted** to Admins and Veterans, but we simply **don't have the capacity to publicize them entirely** -- making them available to supporters gives us a **middle ground** to get the community involved **without overwhelming the admins**. Similarly, the supporter shop provides **basic** customized items in-game **as a Thank You** for supporting us.

We do our best to balance this so that it **does not offer an unfair advantage**, but still appear appreciative for the support.

4.6 - Miscellaneous

Info

The **hours played scoreboard** tracks the amount of time played on the realm. It may not be completely accurate.

Spawn is **completely mob proofed**, except for far reaches of the mines.

Ice Spikes and Bryce Mesa/Badlands Spikes biomes are extremely rare and **should not be demolished**. Keep the area around them intact. Please **ping the admins** when any biome is found and **ask** before claiming one of these regions for a base.

Builds

When building something with many **entities, armor stands, item frames, chests, or similar**, please be wary of the lag that these all create, especially when they're clustered together in large numbers.

All farms should be able to be turned off. Please be prepared for admins to make lag-reducing changes if we find any issues. All major farms must be easy to use and access by the public: **if your shop is out of stock, the public must be able to visit your farm and get the resources themselves, for free.**

We are **requesting** that you **attempt** to make builds horse-friendly, and ideally have a rideable path to spawn (even if not marked), especially if within 500 blocks. The more connected, the better!

Rules

5.1 - Notes

- Breaking rules will result in punishments determined by the Admin Team.
    - Punishments include but are not limited to: timed spawn house arrest, timed kick from realm (including loss of inventory and/or ender chest), and permanent banishment from realm.

- Oakridge follows the official minecraft community standards as well. Please be aware of these.
    - https://www.minecraft.net/en-us/community-standards

5.2 - Forbidden Actions

- Using toolbox or hacked clients.

- PvP without both parties' consent.

- Killing named animals (other than your own).

- Bullying, excessive trolling, excessive pranking.

- Thieving, griefing, duplicating, exploiting bugs, sharing accounts.

- NSFW content, discussions of religion, race/ethnicity, or politics.

- Use of emeralds from Raid farms in the Oakridge Economy. They are only to be used for building and trading.

5.3 - Proper Etiquette

- If you accidentally strip a log on a build, REPLACE IT.

- If requested not to sleep, you must heed the request.

- Farms in the community farming district must be replanted once harvested.

- Do not build into other peoples' spaces (plots, bases, satellites, etc.) unless agreed upon.

- Follow the Discord Rules in in-game chat.

5.4 - Required Behavior

- Rename **all** tools and armor to be identifiable as yours.

- Boss fights (Ender dragon, Wither) are **community events**, contact admins to run one.

- Farms (general, guardian, raid, etc.) must be publicly accessible **if** its loot is not steadily available (not sold, out of stock) in the shopping district.

- You must follow Oakridge's "**Finish The Tunnel**" policy when mining -- collect ALL ores, even if not useful, and cap your tunnel to 500 blocks away BEFORE starting a new one.

5.5 - Disclaimer

We will always be looking for feedback on all systems in Oakridge and welcome and encourage continued conversation about them. As friends, we encourage you to participate in community discussions while mindful about personal safety. While we have no control over what you say or post in spheres outside of Oakridge, we thoroughly value our community's livelihood. Posts in other servers or social media that the admins believe may endanger our community will be considered to Oakridge's standards of kindness, and violators will be reported as with any in-community action. *These rules are not up for debate. Their enforcement is up to the admin team, and decisions are not likely to be changed. Your presence in this community implies accepting these rules, including all further changes. These changes might be done at any time without notice, it is your responsibility to check for them.*

Rules and Info

Thank you so much for reading our new Rules and Info, we hope that this new format has been more engaging for you. **Everything** that we do and set up has our community in mind, because we've been **so careful** in curating it over the last 6 years since Myranda begun Oakridge on June 1, 2017. With our community, we've been able to avoid catastrophe since Season 2, which is pretty impressive. We're **always** looking to improve and will try new things each season, and **we thank each and every one of you for sticking with us and being the best friends we could ever ask for.**

Season 12 Guide