Welcome to Minecraft | Bloodlines

First timer's guide to the Organic Hardcore SMP

Minecraft | Bloodlines (abbreviated as MCB) is a Hardcore Organic SMP server that aims at reproducing the real-life conditions that are responsible for the development of social communities.

Its goal is to create an environment that fosters the need for groups and communities to build, grow and interact with each other, without restricting freedom of actions or decisions. In MCB, you can build an empire or tear one down, alone or with the help of other like-minded players. You can live a quiet life and avoid problems, or you can turn into the biggest scam artist known to the world, or build a cult and revere ancient deities.

It is not inherently Role-Play, because there are no roles to play: everyone is truly mortal.

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What should I know about MCB before playing?

Everyone has one shot. Death is a real threat, and survival is a real challenge that requires unprompted cooperation. The visuals might be pixels on a screen, but the world they represent – and the people behind them, are all very real and an extension of biological life.

Everything you see, hear or encounter in-game is the result of player actions.
The staff has no involvement whatsoever in the game. As far as we are concerned, this is just a tweaked version of vanilla minecraft. If there is a kingdom, it is a player-made kingdom. If there are rules and laws, they are player-made laws. And if there is punishment, or sanctions – they are also player-made sanctions and are applied by players themselves.

Before playing Minecraft | Bloodlines, you should be aware of the following things:

- **Basic Minecraft Survival is preserved.**
But it is much more difficult to achieve on your own. For example, food is much harder to gather and farm.

- **Aside from cheating, using alternative accounts and bug exploiting, there are no rules at all.**
This means that griefing, murdering, trapping, betraying and fraud are all allowed in-game.

- **The In-Game currency cannot be stored virtually except for inside players inventory.**
Currency owned by players are either in their inventory or in a chest somewhere.

- **The game is not inherently PvP oriented.**
 But nothing prevents you from forming factions and indulging in PvP.

- **Trauma is inflicted every time death occurs.**
The impact of the trauma depends on the violence of said death. Once too much trauma occurs, death becomes **definitive**.

- **A lot of hidden mechanics are left for you to figure out.**
The game has been tweaked discreetly in many ways in order to reward attentive players.

What makes Organic SMPs so unique?

Organic SMPs are unique because they incorporate both aspects of real-life : definitive death and unique birth.

Traditional hardcore servers only run on the threat of permanent death. This helps in making every action and moment lived in-game feel like it has a real value and impact. The finite nature of our lives gives importance to every moment. However, these traditional hardcore servers often allow anyone to join, making most people's life a cheap commodity that can be used however they want and wasted. Because of how easy accessing these server is, life has no worth, only death has.

Organic servers introduce a new element to the hardcore playstyle : Birth. Players can no longer just join a hardcore server, and then die. They must be invited into the community. This filters out most problematic players and creates inherent bonds between community members.The birth system solves the classic hardcore server problem of : "Join, play for a few days, die, and be forgotten about"

Since everyone has been invited by other members, your death will have an impact on them and on all the rest of the community. And your actions will have a long-lasting impact on every other player who is related to your clan, family or descendance, even after your death. Because of the birth system, you are no longer just a random, lonely player condemned to die in a hardcore world. You are inherently part of a legacy, of a clan, of a family. You inherited it and will pass it down to your descendent players months and years after you are gone.

What are the rules?

There are only *two* rules. Actually, for all intents and purposes, we could almost say that MCB is an anarchy server. The only rules go as follow:

- **Cheating is prohibited***.
- **Alternative accounts are prohibited**.

***Cheating is defined as using any modification of the base game content and/or exploiting any bug or vulnerability in order to gain unfair advantages over other players.

I just spawned… What should I do now?

There are two possible scenarios for your birth. Either you were invited into the game, in which case you spawned on one of your parent players, or you used an original code and appeared at your Clan's original spawnpoint.

In the first case scenario, you should start getting along with your parents and have them teach you how to survive in this world.

In the second scenario, we recommend looking for sticks in piles of leaves and making a little something to help you gather wood without breaking your hand off.

Can I Stream / Make content on MCB?

Yes! MCB is not a creator-exclusive server, but it greatly benefits from the visibility that content-creation brings. If you are a content creator, you are more than welcome to make and share content about MCB, and to invite your fellow content-creator friends to participate in the experience.

If you are a streamer, we recommend putting on a [MCB] tag or similar in your stream title to identify yourself and other Minecraft | Bloodlines players. We are also happy to provide logos and banners as needed, just contact us for that!

Can I invite my friends to play with me?

You can invite your friends to play with you by using two distinct, valid invitation codes from the clan you belong to. You are free to invite whoever you want, and so are all other players, content-creator or not. The player base is self-defined and a reflection of who the current members and their descendants are willing to invite to the game.

I found a bug! Can I get paid for reporting it?

Yes! You can head to the <u>forum's bug reporting section</u> to report any bug or exploit you encounter. You will be rewarded using the In-Game currency depending on your bug's severity.

Please note that using any bug or exploit willingly, even if you report it later, will lead to your permanent death.

What is the goal of the game?

Much like Minecraft and Real Life itself, there is no inherent goal to the server. You are free to do, or not do, anything you want. The server's concept itself will never influence what you choose or not choose to do. There can be peace, there can be war, there can be life or death. It is all up to you.

I'm dead. What can I do now?

Congratulations on your death! You just turned the page on your MCB life.
You can never respawn. It is over for you, definitively. You can still follow the content creators who are alive on MCB and update the <u>Wiki's lore and information</u>, if you want.
You can also wait for an eventual end of the world.

Wiki, Forum, Discord & Various links…

Here is a practical list of relevant resources:

Community Wiki
Click here to access the wiki

Community Forum
Click here to access the forum

Official Discord
Click here to access the discord server

MineStrator
Click here to access MineStrator

La FaBrick's Discord
Click here to access La FaBrick's discord

Donation box
Click here to buy us a coffee!

How can I contact the MCB team?

You can contact the MCB administration by joining the MCB or La FaBrick discord and sending a direct message, by sending a private message on the forum or by e-mailing us directly at admin@mcbloodlines.net.

We are looking forward to hearing from you!