Minecraft | Bloodlines

Hardcore Organic SMP

Introduction note

The concept of Minecraft | Bloodlines is somewhat complex to define, mainly because its genre is at the edge between several others, and because it responds to the lacks and needs of these.
It seems to be a kind of continuity in the direction the Minecraft community has taken since its beginnings – which would make it, properly speaking, "the natural next step."

The present text serves as a more or less extensive introduction to Minecraft | Bloodlines' genre, as well as to the ideas that drive it and the arguments that support them.

Despite its sometimes grandiloquent tone, at times closer to a manifesto than to a briefing, we invite you to read it lightly, without taking it too seriously.
After all, it's only a text about Minecraft!

The genre of Minecraft | Bloodlines – What is a Hardcore *Organic* SMP?

It's a concept that is both simple and a little difficult to explain. In fact, we believe we may have accidentally "invented" a new kind of server.

To outline it roughly, it's a form of Hardcore SMP where, instead of the usual ten hearts, players start with forty hearts that are lost permanently upon death – the number of hearts lost being determined by the "violence" of that death.

When their hearts reach zero, it's their final departure – no resurrection will ever be possible for those players.

A more or less complex system of gameplay alterations has been implemented on Minecraft | Bloodlines to spice things up and raise the stakes. This system makes food a rare – but necessary – resource, as well as armor, tools, and even wood. Every resource usually taken for granted on a regular server or playthrough becomes precious in the eyes of players, who need it to survive and avoid permanent death.

For example, it's not enough to break a tree to get wood: you must first craft a wooden axe. And just like in real life, the first time someone builds an axe, it won't be of very good quality and will break easily. The simple act of crafting basic tools and obtaining "primary" resources becomes a collective challenge that players must overcome, making collaboration essential and amplifying each member's contribution to their group.

Added to this is an ultra-realistic economy – not because it's tightly controlled, but rather because it's almost not controlled at all. The *Solin*, a physical currency (and therefore an in-game item), is given to players every real-life day at noon (U.S. time). Solins can never be dematerialized – there are no Ender Chests on the server. Money is a real resource that must constantly be stored, kept, and exchanged – and of course, it can be looted or stolen. The server is synchronized with real-world time, meaning that noon on the server happens at noon in the real world, and the same goes for midnight or any other moment.

The amount of Solin players is universal. This currency, the Solin, can only be spent in two ways: first, through a catalog of basic goods sold at exorbitant prices – even for the richest of the rich – or through organic trade with other players.

This universal "payment" system, combined with the server's harsh survival conditions and the threat of permanent death, creates a kind of microcosm of the real world. This mix generates need, scarcity, and necessity, but also power, supply, and demand – so that everyone finds themselves immersed in complete freedom of action. Will they choose to raid, kill, steal, or scam richer players, if starving? Alone, or in organized bands? Will they fear retaliation if they succeed, and the permanent death that awaits them? Or will they instead choose to produce and sell their goods to the rich at prices lower than those in the catalog? Over time, that strategy could even make them wealthy – wealthier than those who buy from them. From poor, they could become prosperous and powerful… if they don't make too many enemies along the way. They would need enough allies and influence to survive that long.

This is not an exhaustive portrait of the concept, as there are so many micro-elements interacting with one another to make player social dynamics thrilling that it would take an entire wiki to explain them all – a task we'll gladly leave to the community, to be built and expanded as they make their discoveries.

Minecraft and the Pursuit of *Organic* Servers

One of the most interesting aspects of Minecraft | Bloodlines, and what defines its genre as unique, remains its invitation system.

Indeed, even though Minecraft | Bloodlines is not a closed server and requires no formal application, it is not exactly a fully public server either. This decision enhances many gameplay aspects that make the server organic, and its roots lie in a whole cubic history that deserves to be explained – which is exactly what we'll do in this section.

The nature of Hardcore servers is, above all, to spice up a game that many players have grown tired of. After building hundreds of bases, thousands of houses, millions of farms, and slaying billions of monsters, for some, playing starts to feel like a routine. They begin seeking a more stimulating way to play – something to reignite their flame. Hardcore mode answers that need: every action becomes significant, sometimes fatal. Every monster slain, every block placed could very well be the last. The stakes are at their highest; one feels truly present.

But unfortunately, players eventually grow tired of that routine as well – playing one moment, dying the next. Losing everything. Starting over. There's a desire for permanence that surpasses the desire for pure stimulation. We don't just want to feel that what we're doing is important; we also want to feel that what we've done remains important. Whether in classic or hardcore worlds, it's always vanity that crushes the will to keep playing – the vanity of a tasteless game, devoid of discovery, pre-chewed like a once-beloved dish turned to sand after too much indulgence. Or the vanity of a thrilling adventure, inevitably fatal, that in the end leaves only the same bitter taste of solitude at the moment when – inevitably – everything stops, and you watch your world disappear once again.

Generally, people prefer playing on servers – and usually on standard ones rather than hardcore. It spares them that abyssal sense of loss, which isn't worth the fleeting thrill that accompanies it. At least, with others, in a multiplayer world, we share moments that never entirely fade, even if it means succumbing to the tedium of building yet another base and yet another farm, both destined to be forgotten like tears in the rain. It's a far duller game – but far less lonely.

Of course, the solution might seem obvious: just play on multiplayer hardcore servers. That way, you get a thrilling adventure, constant tension, and real people to share it with. However, hardcore servers seem reserved for an elite breed of players. Everyone else is doomed to last a week or two at most before dying and leaving no trace. Once again, the desire for permanence goes unfulfilled – the player remains but a passing shadow in the story of a server covered in other passing shadows. By their very nature, hardcore servers empty out and fill with emptiness. Their stories vanish within a week, at most. That's unsatisfying. They may answer the problem of boredom, but they fulfill no one. No player feels that they are – or were – part of a world, something that will outlive them, that will remember them, that will reflect them in some way. And yet, that's what players desperately seek in Minecraft multiplayer: a deep sense of community, of belonging. The feeling that their house, their castle, the stone they placed will still be there tomorrow – and that for at least one other person, it will be more than just a stone. It will be their stone.

That feeling is precisely what fuels the enduring fascination of the Minecraft community with legendary servers of ancient history, such as the world-famous 2B2T, whose video essays flood YouTube like an endless deluge. What captivates players above all is not the concept of an anarchist server where cheating is allowed – far from it. Nor is it the constant stimulation of hardcore play, or even the fleeting companionship of others whose memories vanish when the app is closed. What captivates them is the feeling of belonging to something. Belonging to a server. To a faction. To a community – and above all, to a story. That is why 2B2T remains the oldest anarchist Minecraft server, and perhaps the most iconic. It's not known for its gameplay, nor its builds, nor its sophisticated systems. It's known for its history – for its culture, one that everyone dreams of belonging to, even just for a moment, for the span of a single stone.

Life, Death, and the *Organic Genre* on Bloodlines

In Minecraft | Bloodlines, players have only one life to live – but their story is not forgotten after death, nor does it become meaningless. This is thanks to the invitation system, which makes Bloodlines the first server of its kind, one we've called a Hardcore Organic SMP.

Even if you die, your story doesn't end there, because the server isn't truly open to the public. It's better described as semi-public – or rather, self-governed by its own community. To join the server, a player must receive two distinct invitation codes, each from a different member. Upon joining, that player automatically becomes part of one of their "parents'" clan and inherits the surname of one of them. Those "parents" must then wait a cooldown period before inviting someone else.

This system solves the main problem that plagues hardcore servers: not only their slow and inevitable depopulation but also their lack of continuity. On Minecraft | Bloodlines, you're not just a player who connected once and died a few days later. You were invited. You're part of a family. More than that – part of a clan, a class, a project, a story. Perhaps even a subgroup created by players themselves. You're involved in stories of trade, theft, revenge – or peacekeeping, or exile. Even in death, your impact is real, an echo in the small world of the server.

And if you happen to be the last member bearing your family name at the time of your death, your entire family line vanishes with you – and a page of the wiki closes. It ends with your name.

This invitation system ensures an organic growth of the community and its various groups and subgroups. As players invite others, likeness inevitably leads to difference: over time, genuine social and cultural distinctions emerge – not simulated, but organic. Just like the cycles of death and birth, supply and demand. If the members of your clan are pacifists, chances are they'll invite pacifists too, and those, in turn, will invite similar friends. True mini-nations grow naturally, with everything that entails – from alliances to ideologies, from vast collaborative projects to full-blown wars and rebellions.

To be able to die only once gives meaning to life.
That is the whole appeal – and philosophy – of hardcore mode.
We propose that to be born only once gives meaning to death.

That is what makes Minecraft | Bloodlines unique in its kind – and what gives rise to
the Hardcore Organic genre.

Minecraft, As It Should Be

A Hardcore Organic SMP is, in a way, a simulation of life on a smaller scale. A server at the crossroads of several genres – without quite belonging entirely to any of them.

There's a bit of SMP, but without its ultra-relaxed atmosphere.
There's a bit of Hardcore, but without the hollow sense of eternal solitude that comes with it.
There's a bit of Anarchy, but without its tendency toward mindless destruction.
There's a bit of Roleplay, but it isn't simulated: life is truly temporary, and therefore truly meaningful. The economy is genuinely necessary, and so money is genuinely desired. Actions have real impact – and therefore real consequences, real reprisals – and they evoke real emotions in the players.

It's somewhat of an economy server, a capitalist world, yet it doesn't force anyone to chase capital – nor to oppose it.
It's a server for content creators, big and small, who want to build and be built by its story – but it's not some closed, exclusive experience cut off from the rest of the world.

It's a PvP Faction server without factions, without any obligation to fight – with just as many good reasons to fight as there are not to.

It's that old Minecraft feeling – the first time Minecraft. The one untouched by boredom or routine. The one that was more than a long discovery – it was a true experience in the true sense of the word. An experience lived among friends, or those who would later become friends, in a world they believed to be infinite and limitless. It's the Christmas tree in the center of a wooden and stone village – the one that looked so big not because it was, but because it took up more space behind the eyes, in the minds that looked at it.

By adding two barriers – that of death, but also that of life – Minecraft | Bloodlines is likely one of the first servers to deliberately create an organic world, where every action truly matters, and where every moment seems to breathe.

La FaBrick is an event organization that aims to bring together artists, communities, and creators around unforgettable experiences.

Officially founded in 2021, it offers them the opportunity to take part in its mostly private events.

Completely volunteer-run, La FaBrick sails on the clouds of dreams – eternal artisans of imagination!

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