



# Rules and Info

Season 13 Guide

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## Thank You!

# Welcome!

**1.1 - Introduction**

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## **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 [#ask\\_the\\_team](#) requesting membership!

# Welcome!

## 1.3 - Joining The Realm

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!

**Note:** The Rules and Info and About Addons channels are not necessarily for memorization. These are created **like a wiki**, to consult **when it's most helpful for you.**

1. Channels to review
  - a. **Learn:** `#about_addons` will tell you about our custom addons
  - b. **Review:** `#community_center` 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!**

# Welcome!

## 1.4 - About The World

Oakridge: Season 13 seed with a main landmass, upon which our spawn town is placed. We call this **the Oakridge Continent.**

We think it would be fun to have player builds scattered all around these diverse, beautiful lands. Players are **encouraged to build something** (if not their main base itself!) on this continent, and encouraged to **link with other players** using rails.



# Spawn Town

- 2.1 - Town Hall
- 2.2 - Residential District
- 2.3 - Shopping District
- 2.4 - Oakridge Park
- 2.5 - Community District



# Overview

## 2.1a - Town Hall

The Oakridge Town Hall is the hub or our spawn town! It has 4 levels: 3 above ground and a big basement.



1. **Top Floor:** Elytra takeoff point with a lodestone for orienting yourself, providing a **beautiful** view of our spawn area.
2. **Mid-level:** Player Quests, to **barter** with other players or ask for **actions/favors** like a bulletin board (EX: “Light my base”). Grant **rewards** on completion.
3. **Ground Floor:** Custom Paintball minigame and 2 nether portals to our **nether hub!**
4. **Basement 1:** Post Office and utilities! **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! For utilities, read on...

# Magic Room

## 2.1b - Town Hall

Enchanting is a magical system in minecraft, right? What even are XP orbs?



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.
  - a. Current cost: 1 Emerald Block
3. **The XP Exchange** directly increases your XP by 30 levels, for a price.
  - a. Current cost: 1 Emerald

# Mechanical Room

## 2.1c - Town Hall

I can hear the clanking sound in the distance... ores mined and stored away, trash collected, and items burnt in the pits of a minecraft stone cube.



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! Capacity is limited.

# Financial Room

## 2.1d - Town Hall

It's all about that money, money money....  
Wait, is that song copyrighted? These  
bank tellers wouldn't know.



1. **The Grand Exchange** houses our Bank Tellers (Currency Dealers) 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.
  - a. These mines follow the "Finish The Tunnel" policy. You may claim as many tunnels as you'd like, but you must cap your tunnel to 500 blocks away and collect **all** ores **before** mining a new one. Excess can be traded with bankers or put in community storage! Poke holes are **prohibited**.

# Display Room

## 2.1e - Town Hall

You ever wanted to know how many hours, days, weeks, months, years of your life are spent playing on this lovely server? Here's the tool for you.



1. **Scoreboard Wall** providing access to a scoreboard showing the hours that everyone has played (excludes AFK time), a scoreboard showing the number of times everyone has died, and a button showing how long the world's been active.
2. **Teleport Wall** providing limited-access teleports to the supporter room and admin room, for those with the right tag.
3. **Access Wall** providing access to Spectator Mode (and a cubby to get back to survival) and access to despawn beacons (see section 4.3a for more).

# Housing

## 2.2 - Residential District

The residential district is the hub of our community builds!



1. Housing plots are outlined in **stripped oak logs**.
2. There are 40 total plots, with 2 roundabouts and 16 “joint” plots. Players may claim **any** one of these plots. Mob farming is prohibited here.
  - a. In the center of each roundabout is a grassy space with a tree. The residents of the surrounding plots should **collaborate** to form their own centerpiece! In the past, we've had pools, fountains, playgrounds, grilling areas, and more. **Be creative!**
  - b. The joint plots are perfect for people basing together or who want to **work together** on their spawn plots. **Have fun** connecting your claims!
3. Each player **must** claim a plot for their spawn house by **editing** the sign provided and adding their name. Spawn houses are **required**, and they will **teleport** you to your base.

# Commerce

## 2.3 - Shopping District

Welcome to Oakridge's economy! Check [#community\\_center's Market Catalog](#) or the in-game shop directory for a catalog of items available for purchase.



1. **Varied-sizes of plots** are outlined in Stripped Cherry logs, claim one with a sign
2. There are 4 **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**.  
Players may visit your farm and pay there if your shop is out of stock. One-of-a-kind items like event prizes cannot be sold here. Shops are for **collections of items** that aren't suitable for stalls or bartering.
  - a. **Examples include:** Armor trimmer, pottery, 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 [#community\\_center's Market Catalog](#) and a book in the in-game shop directory for everyone's convenience. Be sure to include an **image** on discord!

# 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 and Concrete Paver!

# Socialize

## 2.5 - Community District

The hub for community builds, farms, and projects is here, in our beloved Spawn Town's ever evolving **Oakridge Community District!**



1. In the center of the loop are **Community Teleports**: members **should request** teleports to be created here for community-centric projects
  - a. **Examples include:** a **farming** district, holiday districts, a **minigame** district, or large-joint-bases
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 Builds**: shared builds for all members' use, such as horse stables and a pride display.
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!



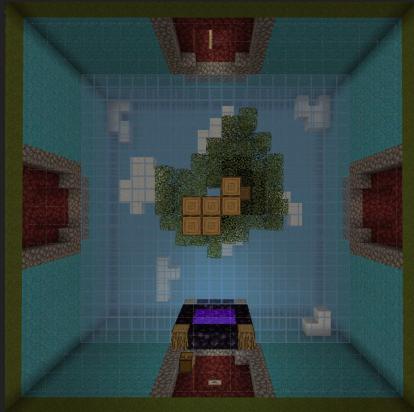
### Bases

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. Please consider building something (or multiple things) on the Oakridge Continent.
  - b. Bases can be separate from teleport hubs, but the hub **must** be within 1024 blocks of spawn.
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 nothing should be touched unless it's a teleport. Private bases should be marked accordingly on their teleport; admins still visit. Report trespassers.

# The Hub

## 3.2a - The Nether

The Oakridge Nether Hub is the hub of our nether dimension! It has 3 main functions.



### A. 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.

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

# Tunnels

## 3.2b - The Nether

If the dimension is at 8:1 scale, does that mean we're only a quarter of a block tall?



1. Tunnels run **North and South** and lead to the Mining Mesa, Mining Desert, Mining Gravelly Desert, Stronghold, and Community Blaze Farm.
  - a. Other locations should have a **Community Teleport** requested for them, or have a **player-built** tunnel.
2. **These tunnels** have horse stables and are designed for multiple modes of transport.
3. 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\_center**
4. Members may **request** a reset of the end if the end cities seem few and far between

# Final Notes

- 4.1 - Teleports
- 4.2 - Mob Spawners
- 4.3 - Admin Services
- 4.4 - Memorials
- 4.5 - Community Support
- 4.6 - Miscellaneous



# 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.



### A. Setup

1. Set up signs on **both locations** specifying the **destination coordinates**, so we know **where the button is sending you!**
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.

### B. 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.

# Dungeons

## 4.2 - Mob Spawners

Oakridge has **Custom Mob Spawners** for farms! Many people have said this is one of our most fun features: making **mob farming easier for beginners**.



1. If you see a vanilla dungeon, **screenshot it, break it, and send the screenshot in #ask\_the\_team** to get a free spawner cage in your mailbox. Please follow up regularly if forgotten.
2. The **Dungeon Master** trader will give you more spawner cages, as well as spawn eggs for them! Find them in the park.
3. 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**.

# Overview

## 4.3a - Admin Services

To request any services, ask in [#ask\\_the\\_team](#) or DMs and provide relevant details.



1. **Despawn Beacon:** Thanks to BSavage81, 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.
  - a. Get a spawn egg for one in the Display Room. When placing it, be sure that the entire 48 block radius is yours - the circle must not overlap with anyone else's farms or builds without their approval.
2. **Also:** Admins set up events using Discord's Events feature, make teleports, maintain spawn, and monitor the realm and fix issues as they arise. You can also ask for the realm seed with reason.

# Other Info

## 4.3b - Admin Services

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**.



1. **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.
2. **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.
3. To organize a **Realm Event** (Wither Fights, ABBA tournaments, minigame nights) please contact an Admin and have your **location and rules** laid out so we can discuss and invest.

# 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.

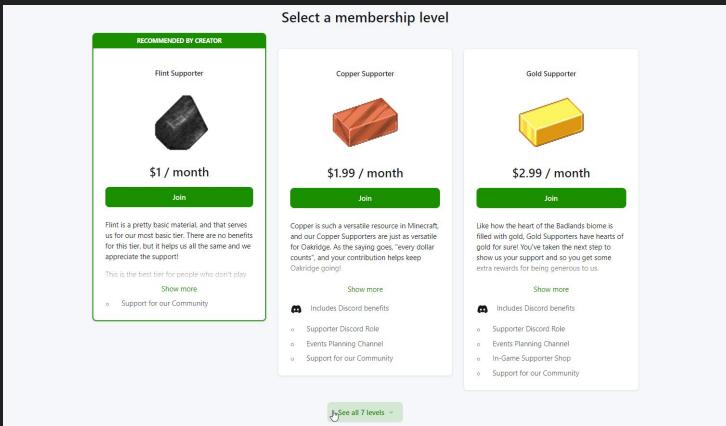


1. Loss of **in-game pets** is treated more lightly and may go in our Pet Cemetery at spawn
2. All Memorials for **Minecrafter-related** deaths that members feel they need to build on the realm to work through their grief must be built at a satellite that is outside of **1024 blocks from Spawn**
3. All 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 **2048 blocks from Spawn**
4. **Teleport signs** to these satellites **must** include "**TW: Memorial Site**" or something similar.

# Support

## 4.5 - Community Support

To help pay for community expenses and donate to those who help with our addons (ex: BedrockTweaks), Oakridge has a Patreon, where each tier has some benefits. We NEVER expect anyone to support us, but for those who do, we wanted to make it worthwhile.



1. Patrons access channels to help develop features for add-ons, help with decisions, designs, and season seeds, log in and help work on each new spawn town, get assistance on custom add-ons, and get access to an in-game supporter shop for gear insurance.
2. These channels have historically been **restricted** to Admins and Veterans, but we **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.
3. We do our best to balance everything so that it **does not offer an unfair advantage**, but still appear **appreciative** for the support.

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

# Other Info

## 4.6 - Miscellaneous

We are requesting that you attempt to make builds horse-friendly, and ideally have a rideable path to spawn, especially if within 500 blocks. **The more connected, the better!**



1. The hours played scoreboard tracks the amount of time played on the realm. It may not be completely accurate.
2. Spawn is completely mob proofed, except for far reaches of the mines.
3. 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.
4. All farms should be able to be turned off. Please be prepared for admins to make lag-reducing changes if we find any issues. Personal Farms used to stock a shop should have marked storage that is accessible to the public in case your shop runs out of stock. Members must still pay you for this.

# Rules

**5.1 - Notes**

**5.2 - Forbidden Conduct**

**5.3 - Proper Etiquette**

**5.4 - Required Behavior**

**5.5 - Disclaimer**

## **5.1 - Notes**

1. Breaking rules will result in punishments determined by the Admin Team.
  - a. 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.
2. Oakridge follows the official minecraft community standards as well. Please be aware of these.
  - a. <https://www.minecraft.net/en-us/community-standards>

## **5.2 - Forbidden Conduct**

1. Using toolbox or hacked clients.
2. PvP without both parties' consent.
3. Killing named animals (other than your own).
4. Bullying, excessive trolling, excessive pranking.
5. Thieving, griefing, duplicating, exploiting bugs, sharing accounts.
6. NSFW content, discussions of religion, race/ethnicity, or politics. Discussing human rights (EX: disability, LGBTQ+) are not politics.
7. Use of emeralds from Raid farms in the Oakridge Economy. They are only to be used for building and trading.

## **5.3 - Proper Etiquette**

1. If you accidentally strip a log on a build, REPLACE IT.
2. If specifically requested to sleep or not to sleep, you must heed the request.
3. Crops must be replanted and not simply taken. This goes for bases, villages, and more.
4. Do not build into other peoples' spaces (plots, bases, satellites, etc.) unless agreed upon.
5. Follow the Discord Rules in in-game chat.

## 5.4 - Required Behavior

1. Rename **all** tools and armor to be identifiable as yours.
2. Boss fights (Ender dragon, Wither) are **community events**, contact admins to run one.
3. Personal Farms (crops, mobs, raid, bartering, etc.) used to stock a shop should have **marked storage** that is accessible to the public **in case your shop runs out of stock**. Members must still pay you for the stock they take from the farm storage, at your shop.
4. Oakridge has a "**Finish The Tunnel**" policy in community mines -- collect **all** ores, even if not useful, and cap your tunnel to 500 blocks away **before** starting a new one.
5. For personal mines, you must be aware of your neighbors and try not to dig under their base. Ask your neighbor if they will be mining and if they mind if you mine under them, **before** starting your personal mine.

## 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 13 Guide