



MINEHUT

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NEWS & UPDATES

1

BY XLR100

Welcome to this month's newsletter! Before we start, let's take a look at some recent changes and important events that happened throughout the month.

Meta Revamp –

Minehut has listened to frequent suggestions and chose to revamp the process, the meta discord server and the feature and bug system was completely changed. Instead of posting the suggestion or bug report in a discord channel, you use GitHub. The new system will bring many benefits such as: individual discussion for every suggestion, better searching, and much needed organization. For more information, click on this link: <https://github.com/Minehut/Meta#minehut-meta>

New Host and Login System –

Early in the month, Minehut replaced its host in order to improve performance and reduce server hosting price to make up for the sudden spike in growth of Minehut's popularity earlier this year. Additionally, the log-in system has been remade in order to improve security and pave the way for future features like social logins (such as Discord and Google signup options) and 2FA (Two-factor authentication).

The Sleepover Event –

Minehut partnered with Netflix to host an event about their most recent movie: The Sleepover. Some YouTubers such as CaptainSparklez completed the puzzle rooms. The event is over now, however more information can be found here <http://minehut.com/thesleepover>.

New Content Manager –

Plugin updates have staggered a bit lately due to major changes that took the attention of the developers (like the ones mentioned above), but do not fret. Minehut hired someone whose only job is to handle plugin updates and forks (like Skript and its addons), and later on reviewing content for the marketplace as well.



New Admin –

Recently a new admin has joined the team, named KiraBerry. We decided to interview her!

How did you find out about Minehut?



KiraBerry: I learnt about it through Jackson (TheMineCoder) as I know him in real life, so he was showing me around the server and [the] discord [server]

Interesting, How would you describe the Minehut community?



KiraBerry: They are a very welcoming community and are very accepting of new people.

What can we expect from you in the future?



KiraBerry: I'll be focusing on Minehut solely for support, I will also be helping with the community from Discord and ingame. I look to grow and expand what we currently have as well and to bring a closer connection between the SLG/Minehut team and community members.

I wish you good luck, anything you want to tell the community?



KiraBerry: I can't wait to start working with this amazing community filled with people who are dedicated and passionate about the company and server and I hope to meet them all
:slight_smile:

That's it for our news and announcements! Thanks for reading and enjoy the rest of the newsletter!



SERVER ADVICE

BY THATONESPONK

Nowadays, it isn't uncommon to stumble upon a server that has shocking similarities to another server you have played. With the vast GenPvP and prison outbreak, it's very important to add your own special take on a server genre. We are focusing on the impact of adding small details and innovation to your Minehut Server.

Adding small details can improve a player's experience by a landslide, utilizing attractive particles and sounds will allow your server to feel much more polished.

Flowwave, the mastermind behind Flagclash, is a creator who pioneers the use of particles and sounds in order to ensure that the delivery reaches the same heights as the concept.

How do small details enhance a player's experience?



Flowwave: To make your server feel high quality you want to make everything feel nice by spending some time making things like sounds and spawn particles. Not taking the time to make all the small details will make your server feel very stiff and lifeless. Things like ambient particles will make your world feel more alive. Also giving your players feedback on their actions will make sure they always know that something is happening or intentional.

It turns out that small particles don't just make an experience much more enjoyable, but it fills it to the brim with life. Not only that, but it is a great way to give players physical feedback.



Flagclash – A creation by Flowwave



BY THATONESPONK

It's clear that adding these little details will bring your server life, but there is something else that has just as big of an impact, if not more! Yes, we're talking about innovation.

Innovating on a concept will give your server its own identity. For example, if your server was almost identical to someone else's, there wouldn't be much reason for the player to go to your server opposed to the one that already exists. So, adding your own twist to the server will give players a much more refreshing and enjoyable experience.

We spoke with someone who excelled at creating unique server concepts. He was the pioneer behind TIMH, The Forest, and his upcoming title, Parasite.

What purpose is there to developing a concept that is unique?



TehRaptor: Members should try and make their servers unique for a variety of reasons. For one, it shows that you can come up with something truly distinct without having to copy every other server. It also allows you to have creative liberties with changing how the game looks or functions, as well as giving you the opportunity to show off your creativity to friends or just other members of the community. Lastly, Minehut is in desperate need of individualism. Staff love to see players making something new, as it gives the community something new to try out with their friends.

Being creative doesn't just allow you to create something that feels refreshing, but it also gives you something to show off to others. This creativity allows you to build onto the gameplay to a much larger extent than if you were to take heavy inspiration from someone else.

Creating a unique server may take a lot more effort than any run of the mill server, what keeps you motivated to keep coming up with creative concepts?



TehRaptor: I'm purely motivated knowing that I've done something that hasn't been done before. Being able to create a server which offers brand new gameplay and experiences for other players to enjoy keeps me coming back to show what I have to offer. Knowing that I could potentially inspire another user to create a server of their own also helps, as I love to see what other people have to offer, especially if they don't follow someone else's template.



BY THATONESPONK

Motivation that stems from inspiring others can be really impactful to the quality of your server. You'll start to think about the small things to ensure everything feels just right. Inspiring others to put time and effort into a project is the peak of server creation.



Map from TIMH – A server by TehRaptor

Innovation may be one of the most important things you should strive to achieve, but adding particles and filling your server to the brim with small details could make a huge difference.

Adding these small details will show the player that you have put time and effort into making something that is both aesthetically pleasing and fun to play.

Having details that are fun to look at will increase the player's engagement by a landslide. It'd be a lot harder for a player to get bored when there is so much that is trying to keep them engaged.

FUN FACT:

TIMH stands for "Trouble In MineHut", a Minecraft version of the popular game called "Trouble in Terrorist Town". The game has two teams, one team are traitors trying to kill everyone, and the other team trying to find the traitors.



COMMUNITY CORNER

BY TRESRE

Welcome to the first edition of the community corner! The community corner will be a monthly article going over anything relating to the community, like interesting happenings and changes in the discord, popular forums posts, and changes and updates to the community teams! This month, we've got a few discord changes, some interesting discord happenings, popular forums posts, and lots of changes to the community teams!

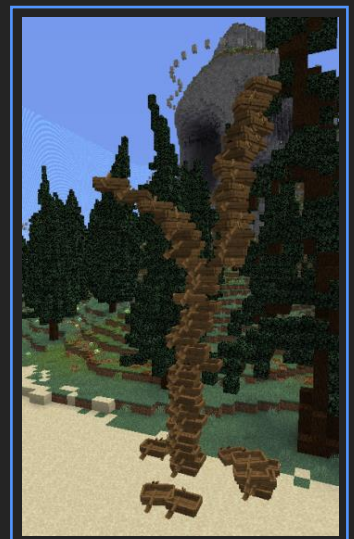
First of all, let's go over all the changes made to the main Minehut discord recently.

- #cmd-blocks was renamed to #mc-functions to deter users from confusing it with #botcmds.
- #help was renamed to #support.
- #botcmds was moved to the community category, and #servers was moved to the misc category.
- #media was added to the misc category, where all videos posted by Minehut media members will be posted.

Most of these changes were highly requested, but some are unexpected and unknown as to why they were changed. "To me personally, the changes will take a bit of time to get used to." Commented Shlba, a prominent member of the community. "I feel like this may confuse new members joining the discord, as well as bamboozling current members used to the old system of channels."

Next, let's talk about some interesting events and updates that took place on Minehut and the community teams recently.

- UntitledGoose unleashed his creativity by building a tower of boats in the Minehut lobby.
- Support applications were reopened with an adjusted application process.
- The community events team got 6 new members, including 4 developers and 2 builders.
- The creative team got a complete overhaul, with 6 new community writers and 1 new community graphic designers.
- The lobby got a temporary map change inspired by "The Sleepover" on Netflix, as well as some escape rooms based on scenes from the movie.



Goose's Boat Tower



COMMUNITY CORNER CONT.

BY TRESRE

We had some trending posts on the Minehut Forums, so let's explore into why each of them were popular.

-Resides started a game post, where someone asks a random question, and the next person below had to answer it. (<https://forums.minehut.com/topic/21275-ask-a-question-and-the-person-below-has-to-answer/>)

-Resides also started a fun post where you have to be unhelpful to the person above your response. There are some pretty funny responses, so be sure to check it out! (<https://forums.minehut.com/topic/21659-be-unhelpful-to-the-person-below-you/>)

-Tarna has become the most active person on the forums, responding to almost every post daily. He just reached 1000 posts on the forums, not too far away from Jackson85, the unofficial king of the forums.

-Gingey gave away 3 months of nitro in a forums giveaway, which was won by ThatOneSponk!

I asked [SR.MOD] CyberRyan and [MOD] ReportCards a few questions about the community. Here's how they responded:

What is your stance on the community as of right now, as far as behavior on both the discord server and in-game?



CyberRyan: I think the community, as of right now, is okay, not exactly great, not exactly horrific either. You definitely see much more rule breakers in game than in discord, and I would rate the behavior in discord to be about 80% and in game to be around 70%.

What are your honest thoughts on the Minehut community? (In terms of how friendly, welcoming, etc it is.)



ReportCards: The majority of it is friendly and trying to help the other members, yes there can be some rough times but that comes with every community. Overall, most players are here to create and help each other out once again.



BY TRESRE

If you had more control on managing the community, what would you do and why?



CyberRyan: I know events need an upgrade, which I am currently working on and trying to turn around. There are also some punishment times I would like to change as well. I mainly realize that staff really need more tools to help them do their job efficiently, so I would really push for some more/improved tools for us to use.

How would you explain Minehut's community to a new player?



ReportCards: Most members are more than willing to help you with your server anyway they can, usually if you try to put yourself out there and talk to the other members, you'll meet some friendly people and possibly make new friends!

Thanks for reading this month's edition of the Community Corner! If you have any feedback or suggestions for the Community Corner, DM me on discord at Tresre#1555.



Minehut Lobby from The Sleepover Event – Picture taken by jayden.#0001



STAFF SPOTLIGHT

BY CREWLY

In this month's Minehut Newsletters, we will dive deep into the topic "Summer Quarantine", something that you've survived through! We will be interviewing **[JR.MOD]** p1ke and **[MOD]** fjsu about this particular event!

How has quarantine been for you?



p1ke: Honestly, it's extremely and overwhelmingly boring. Nothing bad, really nothing good, it's just that everything has become boring. I didn't feel forced to stay indoors, it's just that sitting at home playing video games makes a man's brain start to melt and it's not like there is much to do in these trying times.

What would you recommend Minehut players to do during this summer quarantine?



fjsu: I'd recommend them to really get into something new. It doesn't have to be educational, though. You could really get into a new game, a Netflix show, something new, etc. It's a lot more entertaining when you have something to get invested in.

How did your quarantine affect your moderation routine on Minehut?



p1ke: It has absolutely gotten worse; my circadian rhythm has been haywire and I feel like I've been nocturnal for the past week, I've been skipping a few meals here and there leading to me having massive late night snacks, it's just been horrendous. Though I will say I do have more free time, everything has become more boring.

What are some of the things you've learned while being stuck inside?



fjsu: I've learned how to create Minecraft Shaders. And that's really about it!

COVID-19 SAFETY:

Wearing a mask can help prevent the virus from spreading, however though, just wearing one doesn't make you immune to the virus. Wash your hands and social distance to maximize your protection against COVID.



STAFF SPOTLIGHT CONT.

BY CREWLY

August has been a great month for the staff team, as there are many promoted staff members and a new member to the Staff Team!

There have been many Senior Moderator promotions, so we would like to congratulate these promoted Mods: jellz, TehRaptor, CyberRyan, and TheRustySpud!

All of these people will carry various responsibilities, so if you see them around, give them a good 'ol pat on the back!

We would also like to congratulate FadelessBanjo, as he has returned to the Staff Team as moderator, and also KiraBerry, as she has joined the Super League to work with the Support Team!

This month, we've also opened our Community Support Team applications, [which you can still apply for right now!](#) As part of the Support Team, you fulfill tasks such as providing support to people, creating FAQ articles, maintaining tags in the Minehut Discord and more! If you are going to apply, we may wish you luck!

Recent Staff Promotions:

- **jellz:** [MOD] -> [SR.MOD] | He will be maintaining the Minehut Bot, as well as the Minehut Meta GitHub site (<https://github.com/Minehut/Meta>)
- **TehRaptor:** [MOD] -> [SR.MOD] | He will be taking lead of the recruiting process
- **CyberRyan:** [MOD] -> [SR.MOD] | Will continue to lead Minehut events.
- **TheRustySpud:** [MOD] -> [SR.MOD] | Will be taking lead of the Reports and Appeals.
- **Muelr:** [MOD] -> [SR.MOD] | Will be taking lead of the Support team.

New and Returning Staff:

- **FadelessBanjo:** [MOD] | Returned to the team.
- **KiraBerry:** [Admin] | Joined Super League to work with the Support team.
- **Pop4959:** [Admin] | Will be working on adding and updating plugins and reviewing Minehut Market content.

Thanks for reading this section of this month's Minehut Newsletters, written by yours truly, crewly. Hopefully this section was an interesting read. See you all next month!

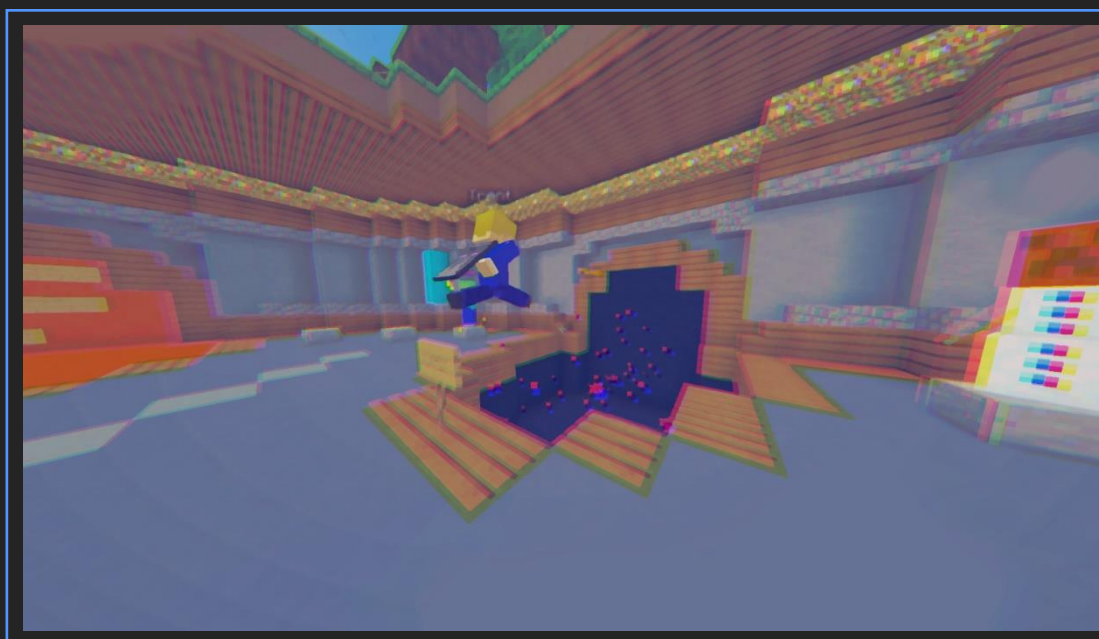


SERVER SHOUTOUT

BY MYBEARY

On our last issue, we discussed server spawns, and how spawns should leave a comfy yet defining impact of how your server will be like. This month, we're delivering impact combined with explosive gameplay!

This August, we're launching into action with FluffehPenguin's Destroy, a server which features the TNT Wars gamemode and the SoulShot minigame. Players playing TNT Wars can lob shots of explosive TNT at each other until they kill the opposing team's sheep, while players entering the SoulShot arena embark on a high-risk, high-reward free-for-all. One arrow is powerful enough that nobody really can't stop dominating the lobby - even Trent jumps into action!



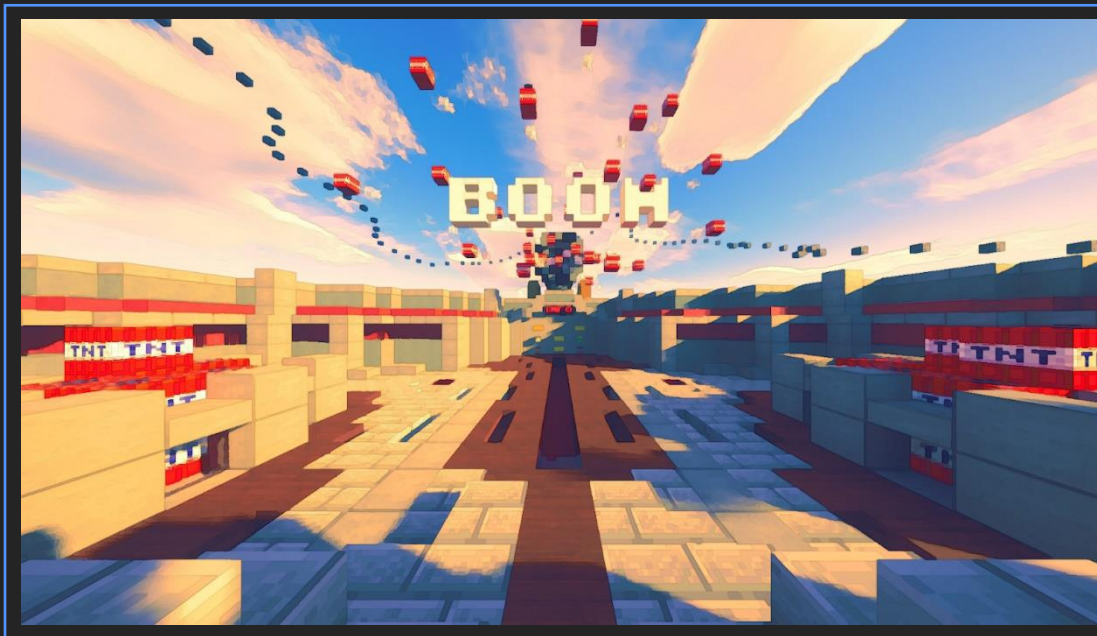
Trent hops into a game of SoulShot

Redesigned as a competition, FluffehPenguin challenges players to dominate each other using handmade TNT cannons and missiles - shattering their opponents' dreams as they lay on a faded memory of an island. Listen, we get that griefing is morally wrong, but wouldn't you agree that there is nothing more satisfying than seeing an entire build fade from existence with a push of a few buttons? They say that beauty is in the eye of the beholder, but when you're the one pushing the buttons, you really can't help but admire the beauty in destruction. It's not every day you have the power to make everything fade away in an instant - that is, until you join Destroy.



BY MYBEARY

Now it's not like the server is one of its kind - there has been servers in the past that have featured these types of gamemodes, but Fluffeh has absolutely demolished it this month with the release of Destroy. Working together with MatrixTunnel, a friend of the original creator who made the same concepts FIVE YEARS ago, Fluffeh has remastered them- not in Skript, but in datapacks - within the span of two months! Ask yourself right now if datapacks existed five years ago - back in the glorious 1.8 days - because I don't think they did!



Now you must be confused, thinking that this madman of a developer managed to create a unique standalone server that features exciting, fast paced gameplay without using Skript. To modern Minehut server creators and such, Skript is essentially the holy grail of server development, with limitless potential for bountiful opportunities. However, as fellow users of Skript would know, Skript is a double-edged blade - as much potential as it has to help your server reach immeasurable success, it can also be your server's downfall if not coded properly. Fluffeh recognized this, and he opted to focus on optimizing the efficiency of his game.

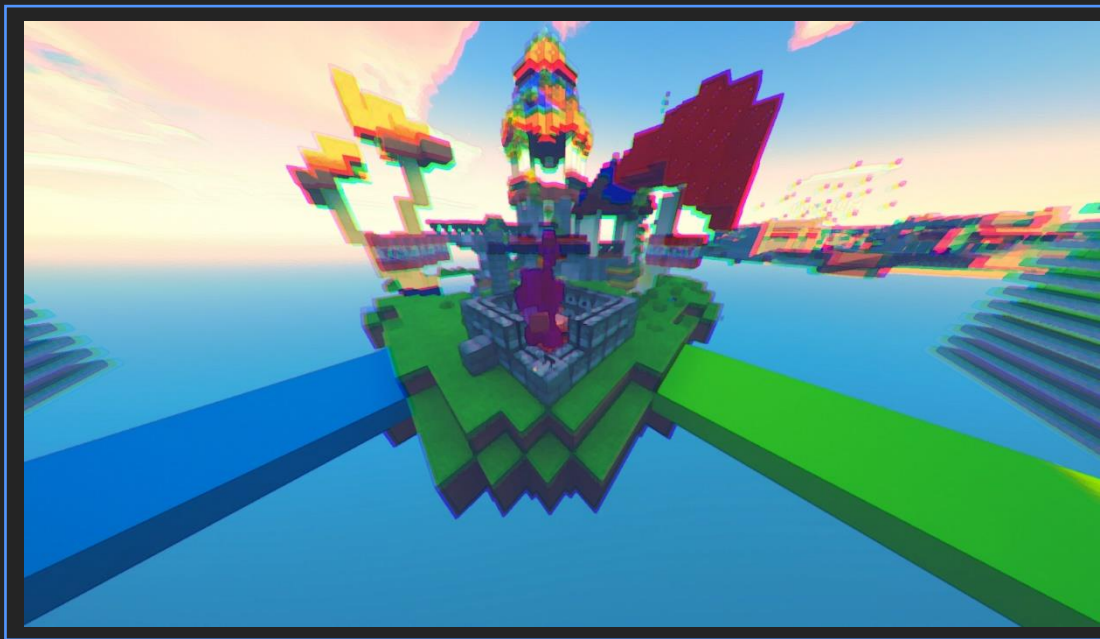


FluffehPenguin: Datapacks are extremely efficient because they are built into the base game, and I've learned from MatrixTunnel [on] how to make my games as efficient as possible.



BY MYBEARY

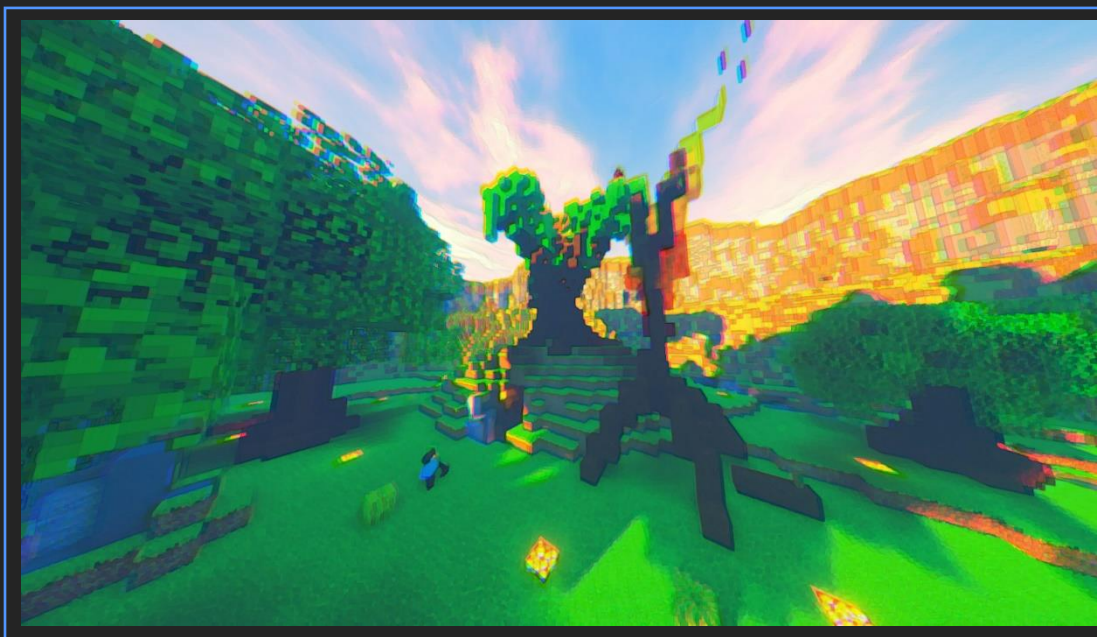
Normally, if players are enjoying their time on a well-crafted server, you can bet that the server depends on multiple plugins, such as Shopkeepers, CrazyCrates, or even MineResetLite. However, as a server grows bigger in size, it's no surprise to see the server starting to deteriorate in stability over time, which may cause players to judge the server harshly. Because datapacks are practically embedded within the base game, all the server needs to focus on is keeping itself stable, and not worrying about other plugins.



Of course, Destroy wouldn't have been possible without Fluffeh's knowledge with command blocks, his drive to achieve what plugins can do with "vanilla commands using sneaky methods", and Matrix's guidance on maximum optimization. Delivering the impact is more important than the icing on the cake - Fluffeh made sure to prioritize the gameplay over the visual aesthetics - Fluffeh has even created a tutorial system in order to help new players learn the gamemode, and has now added the ability to change the map or gamemode using ingame currency! As fun as the server is, there is definitely respect to be held in terms of the effort placed in making this server, especially without the use of Skript. Fluffeh has even designed a control panel to allow staff to modify games of TNT Wars - can't wait to see how chaotic Destroy can get! One of the aspects that Fluffeh is proud of is Destroy's stable 20 TPS - in fact, Fluffeh allows his players to run /tps to confirm this for themselves!



BY MYBEARY



Now I must admit, I have to apologize for the sheer length of this section. Of course, we have readers who just want to see why this server deserved the spotlight and what we personally think of it, and we must deliver to those readers.

Cue the hand clap and get comfy on your epic gamer chairs;
it's time for the Server Review! (patent pending)

Let's break down the review, shall we? Real quick and simple, we'll use a five-point system, where we judge the design and quality of a server. Currently, the design is judged based on the uniqueness of the idea of the server as compared with other servers, featuring key defining features. Meanwhile, the quality is judged based on how well the idea was executed by the developers and how well the server is received by the community.

Got all that? Hope you didn't miss anything!

Design | ★★★★★

Judgement will come in two short and sweet parts.

We have two separate gamemodes, so it's only fair to give two reasonings.

TNT Wars as a gamemode resonates within the hearts of many faction players and reflects a crucial aspect of the gamemode, transforming the aspect into a high stakes competition. Where Minecraft is a game of creativity and discovery, it is also a game where that same creativity can be used to find beauty in destruction. All I really have to say is, if you want to be the bad guy, make sure you go out with a bang!



SoulShot on the other hand appeals to players who optimize mechanics and game sense within their play, and uses them to dominate the arena. With such a powerful weapon spread throughout every player that plays this game, the only thing that separates the dead from the living is your own skill - in this gamemode, you may not always have the last word.

Quality | ★★★★★

Again, we have two reasonings for two gamemodes.

TNT Wars is definitely a game where one's expertise in cannon building really shines, and definitely a game where chaos can take hold rapidly - especially since players are given infinite resources to protect their prized sheep from impending doom. The overall game is incredibly polished, and it appeals to the destructive desires of the players in such a way that they keep coming back for more. Incredibly addicting, and incredibly competitive, with brilliant execution.

We can clearly see that the same care and effort was placed within the gamemode SoulShot, featuring unique abilities and incredible visual and audio effects to add a bit of spice to the mayhem. The map is visually appealing and designed to suit this gamemode well, considering the various abilities players may use to outplay their opponents. Short and sweet, this gamemode is an excellent standalone activity to do while waiting for another game of TNT Wars.

“Remember that all great developers started out knowing nothing.”

Our players, you are innovators; you are the creators of boundless worlds; you are the leaders of vast communities; you are the masterminds behind every single inch of success. We may be one of the largest servers within the Minecraft community, but our success is only because you innovate your own success - we only provide the tools necessary for our players.

“The most important part is that you have the motivation to share what you've made with other players ”

Think about that. Do you have something to share with us? Dropping the mic now.

We hope that this section was interesting to read, at the very least. This is a new section that we introduced to the newspaper, so it would be appreciated to let us know how we did!



MINEHUT, WHY?

BY XLR100



A popular subject of discussion in the minehut community is the big and ever-growing popularity of farming servers. Some people complain about it, and some try to justify it. However, I'm here today to try and explain why it started in the first place.

In order to answer that question, we need to go way back, when farming servers started to gain popularity. Although farming servers existed on minehut since the beginning, they only started gaining popularity about two years ago, with servers like "Farm2Live", "Grow", and "PrismFarms" started appearing.AH

These servers (unlike others before them) heavily relied on Skript, and had something extra to them, which added to the usual vanilla farming style. For example, Farm2Live introduced the concept of custom plants, such as coal plants, iron plants, etc.

However, given that those servers are a small percentage of all farming servers, they could only have been the gentle nudge that started the snowball of the increasing number of servers. If so, then why are there so many farming servers?

Well, first of all, farming servers are **relatively easy to create**. For a basic farming server, all you need is a place to farm and a shop or a place to trade, that's it. To get a place to farm you can easily install a claiming plugin, and to create a shop you can use a menu plugin or a trading plugin.



That's it, after having done that you've got yourself a fully functioning basic farming server. You can see other genres becoming popular for similar reasons, but this isn't the only one. If that was the only reason, vanilla survival servers would be topping the charts of minehut.

Just by hearing "Farming", you can already guess what the gameplay is going to be, hence another reason being **simplicity**. Even if it's not as simple as duping or vanilla servers, the main process includes an action that most players know how to do, no matter how good they are at the game.

However, there is more to the story. Farming servers share another common aspect with other popular genres - you perform a repetitive action that gives you a **clear sense of progression**. This is generally called "Grinding", and when done properly it can be extremely addictive. Naturally, a more developed server has higher impact than a less developed one. Some examples of that may be adding ranks, prestiges, and even establishing a decent leveling system.

Additionally, another factor which may have added the popularity of the farming genre is the **"skill cap" and competition**. In short, it means that even though playing the genre is simple, there is a lot of place for the player's skill to take place, combined with the motivation to use it in order to get better results than other players, similar to PvP servers. How is that? In most farming servers you can use redstone to create redstone machines to automate farming, not to mention automatic cactus farms that don't even require redstone. Paired with leaderboards for things like money, many players wish to improve their efficiency and "grind" more in order to improve their ranking.

Now that we have explored the different reasons that may have led to the popularity of the genre, let's take a look at the results.

Due to the increasing amount of farming servers in minehut, they usually need to stand out in order to succeed, be it with using Skript for customizability or even adding (debatably) unique features like generators, which lead to an increase in the quality of farming servers.

Having interviewed multiple farming server owners, I have come to the conclusion the main reason for creating a farming server is simply enjoying the genre, unlike what most would imagine.

In conclusion, the causes for the increase in the popularity of the farming genre may differ, but one thing is certain, it has led to great changes within the Minehut and server community.



CREATIVE CONTEST

BY MARSHISM

For this month's creative contest, we're going to mix things up a bit. Goodbye boring "MWAY" and "Caption This" and say hello to Writers Monthly, a new competition that will fill its place.

To start, let me explain the rules. You will have two weeks to write a story that matches the theme each month, but there are some limits:

- Only one submission per user is allowed (per month)
- You may not use any past stories you made
- Plagiarism is not allowed. Do not steal anyone else's writing
- Your story must be under 200 words

This month's theme is **Back To School**. Make sure to check the forum post for the submission link. We will be closing entries on the 14th of September.

But wait! There's more. This time around, there's a prize for the winner. The first-place winner will get **500 credits** and their story featured in next month's magazine.

Do you have what it takes to come out on top? Submit an entry and try to win! **Fill out the form on the forum post for the newsletter to enter**. This is a monthly event, so don't worry if you don't win it this time. There's always another chance.

Here's an example story:

Two individuals stood at a standstill, as shadows under the moonlight hid their presence, away from the police, away from the city, away from righteousness. A suitcase lay between the two, untouched and pristine. A single pistol lay between the two, both representing the two sides of the city in darkness. The vigilant Jackson of the 85th division stood in the alleyway, staring down the other man. Jackson kept his eyes on the man, attempting to predict his movements, his play, and his strategy. The other man showed no sign of moving, yet he returned the stare.

Jackson, in his navy-blue tuxedo, had just come from an evening masquerade, where he was secretly ordered by Secret Ops Commissioner Deeph Eriksson to protect the President of the Guild of Minehut Servers, Trent. As he had been suddenly called from his position to go on the offensive, in favor of recovering an asset of the government as well as Intel on the city's Mafia, he rushed to the scene, grabbing a pistol on the way. He'd only realized now that the pistol was empty, yet his hand still instinctively hovered over it passively, waiting to anticipate his opponent's next move.

This example was written by MyBeary as part of his submission for the Creative Writing Contest back in May as a snippet of a larger story. We're excited to see what you can all come up with!



FREQUENTLY ASKED QUESTIONS

What is the Community Team?

The Minehut Community Team is a group of community members who want to help staff in their community outreach efforts. The Team has different groups, each with different responsibilities. The current groups are Events, Support, and the Creative Team.

How do I join a Community Team?

Each Community Team releases applications, however, there is no set schedule to this and will be done whenever a Team needs new members. If you do have an interest in being on a Community Team, practice doing what the Team you want to join does! While it's not required, it won't hurt and will possibly let the Team Leader begin to recognize your name before you even apply.

Are there any requirements to be in a Community Team?

No! The Community Teams are open to every member of the Minehut Community. No rank, donation, or purchase on Minehut would give any player a greater chance of being accepted.

What happened to the Meta?

The Minehut Meta discord is still operational! However, the Meta's main operations have been moved over to GitHub. This switch was made to better the Meta and allow changes to be more easily addressed.

Where have the In-Game Events Gone?

The short answer is that the Community Events Team are still working on in-game events. However, they have decided to take more time to work on these events rather than provide constant events of lesser quality. The Team has many things planned for the future, but is taking more time to prepare the events to give the Minehut Community a greater experience!



EDITOR'S NOTES

BY JACKSON85

Hello everyone! Thank you for reading this month's edition of the Minehut Newsletter. We appreciate all the positive feedback that we've received from the community and are continuing to change the newsletter to better improve it.

This month we've added 7 new Creative Team members. 6 are writers and 1 is going to be handling graphic design. This new team has completely redesigned the look and feel of the newsletter, and written all articles. More information about these new team members can be found on the next page.

Unfortunately, along with the new team members, we have lost some old ones. CyberRyan and Muelr have left the Creative team to focus more on their own teams. Thank you Cyber and Muel for everything you've done for the Newsletter.

The Newsletter has also been redesigned by Tresre. After a few concepts of the new design, we have finally decided on this one. GG! Last time, I mentioned that we are looking to expand our efforts into more projects. I'm proud to say that we have found another and will start releasing it this month! I'm not going to say any more, but look out for it soon.

That covers this edition of the Minehut Newsletter. To keep up to date with the news, be sure to join the Minehut Discord. Thank you for reading and mine on!

SUGGESTIONS/FEEDBACK:

If you have any suggestions on how we could change the newsletter or feedback on what we did good or bad on the newsletter, DM Jackson85#3846 or Tresre#1555.



MEET OUR TEAM



Jackson85, Chief Editor:

Hi everyone! My name is Jackson and I love eating waffles! Ostriches are my favorite animal and my favorite color is orange. If you ever see me around, feel free to say hi!



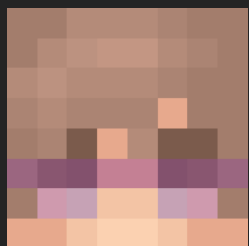
Tresre, Graphic Designer:

Hiya. I'm Tresre. I first joined Minehut in January of 2019 and I've since made/owned a few servers. I was also on the Minehut staff team from April 2019 to March 2020. My favorite color is red and I absolutely love eating macaroni and cheese. My DMs are always open, so feel free to DM me if you need someone to talk to!



Crewly, Writer:

What's up lads! It's yours truly: crewly, the blue-haired minecraftian sicko. I've been here since 2015, so you might have heard of me at least once. Skripting, talking, joking around, and posting memes are some of the things I like to do! I always get excited to see people slide into my DMS, therefore don't hesitate to do so! And as always: CREWLY I WILL HELP YOU OUT. (That was an insider gag, don't mind.)



MyBeary, Writer:

First things first, I'm MyBeary. Yeah, you might see me on PVP servers, you might see me on discord, and you definitely might have heard of me... once or twice. I'm not really that popular. Really not in it for the clout, I'm just here to do what I applied to do, and that is to write. Now you're probably reading through all of this, and wondering why this weird man with an anime pfp who should have no opinion is spitting this stuff at you. And you are right. I am a weird man with an anime pfp who should have no opinion. And honestly, that is enough for me.





Marshism, Writer:

Hello! I'm Marsh. You probably never heard of me or seen me ever in your short and meaningless existence, but fear not! I do exist! I am a nerd who has a cute doggo and I like reading, writing, and playing music. I even wrote Jackson a theme song but we don't talk about that *Jackson knows what I mean *cough cough**. Anyways, I provide free therapeutic services and counselling so if you ever want to talk to me or vent about how the universe is out to get you or complain about how your mom is so mean because she always makes you walk the dog, I'm here. I also like building and game design stuff, so you can find me failing at properly managing and making servers all over the place. That's really it. Have a nice day.



xlr100, Writer:

Hello fellow people of Minehut, I'm the one and only xlr100. I joined Minehut in summer 2018 and since then developed many servers and worked with other creators. You probably haven't heard of me since I'm one of these developers that live in a cave, but I decided to pursue my inner writer and join the creative team. Also I have a dog, that's important.



ThatOneSponk, Writer:

Hey what's up, I am Sponk. I've been playing Minehut since late 2015. I took a break from Minehut for a little while, but now I am back better than ever. Ever since I joined Minehut, I have been a developer, so I am also on the events team. Apparently the rulers are forcing us to write about our dogs, so uh, I got a new puppy a few months ago and he's adorable.



Sgt_Tony23, Writer:

Hewo I am Tony. I've played Minecraft since 2012 and MH since 2017. I was a part of the Events Team, but am now moving here to the Community Creative Team. Favorite color is blue. Waffles suck. Orcas > Jack's Ostriches. Finally, Gig'em.

