Principalities Server 1.19
Municipal Charter

New additions displayed in RED

Server Schedule

Settlement 1.19 will launch at **2:00pm CST** on **Saturday, Month x, 202x**.

Due to the amount of work necessary to complete the launch changes and the mini-game programming, the server will remain inaccessible to everyone but ArrayPointer until **1:30pm CST on launch day.**

Remember to set your Minecraft Launcher to the specific version **1.19.4**. Do _not_ set it to "Latest release." If you set it to load the latest release instead of specifically 1.19.4, you won't be able to log into the server, as the latest version of Minecraft is much higher than 1.19.4.

FYI: the server's Internet Service Provider occasionally resets the IP address, so if you find that you can't connect to the server, let ArrayPointer know, and he'll verify if you still have the current IP address in your multiplayer server info.

New Player Information

If you've never logged onto our private server before, or if you have not logged on in over six months, you will need to get the server's current address from ArrayPointer and attempt a login while ArrayPointer temporarily disables the security system. After six months of absence, all statistics for that player are purged from the game's database, though they are retained in the **Principalities** statistics page on the **7162.com** web site.

The process of adding new players to the server's functions takes a few hours, so typically players have to wait a full day before having access to the server. Once you are able to log in, you will have 24/7 unrestricted access to the server as long as you don't go 6 months with no login.

You would be wise to read this entire charter, to avoid confusion about how things are done on our server. This is a PvE cooperative vanilla survival Minecraft with no mods, and there are basic rules all players agree to follow, as well as custom programming ArrayPointer has implemented that you'll want to know about in order to fully enjoy the experience. You also don't want to find yourself **kicked** or **banned** because you didn't abide by rules already laid out in this charter.

IMPORTANT: DO NOT change your player name while you are on this server! To do so will completely nullify all your previous achievements up to that point. This is because Mojang has not made it possible to port statistics from one player to another automatically; the manual process of doing this is far too time consuming for ArrayPointer to bother, therefore all previous statistics will be forfeited by default.

All new players start out with yellow as their font color in the game's statistics. You must log at least 100 hours before you have the opportunity to change your color.

Contact ArrayPointer at **arraypointer@7162.com**. The current and all-time **Principalities** statistics can be found online at **7162.com**. Click on **PCGAMES** then **Minecraft server**.

Bundles!!!

As many of you already know, the potentially very useful **bundles** that were announced at the 2020 Minecon were indeed added to the game, but players are not able to craft them in survival mode, making them inaccessible in vanilla survival.

As an answer to this issue, and to sweeten the deal for mini-game players on our server, there are now five mini-games that have a bundle as a reward for the best score at the end of the launch period.

This means that up to five players could gain a permanent bundle for their inventory, or a single ambitious player could potentially win five bundles! See pages **12-17** to read about the eight mini-games available to play in **Principalities**, and page **19** for the breakdown of all the prizes offered for having the top score in each game.

☺

Basic Rules of Principalities

THIS IS A CHRISTIAN SERVER

You don't have to be a Christian to play on our server. Our Christian status does not mean you can't play with us. However, if you don't share our trust in Jesus we expect you to at least show respect to our point of view.

LANGUAGE AND SUBJECT MATTER

There are children who play on the server. This means you need to refrain from cussing and dirty humor. This includes taking the Lord's name in vain. If you use the name **Jesus**, keep it respectful. Also, what you do in your personal life is your business, but we have no interest in 'woke' subjects on our server. ArrayPointer will not hesitate to ban anyone who exhibits a lack of propriety. ***Please report any inappropriate talk or cussing to ArrayPointer at his email on page 2 as soon as possible so it can be addressed.***

RESPECT OTHERS

Please exercise common sense. Do not borrow (steal) items or destroy property. Absolutely **NO** griefing. This isn't that kind of server. Violators will be permanently banned without hesitation, regardless of personal status. Also, please fix any holes or structure damage you accidentally cause by exploding creepers you leave in your wake. Yes, it's a hassle, but don't make it someone else's hassle.

RESPECT THE GAME

Do not cheat. This means **no** using glitch scams from YouTube to gain an unfair advantage, such as x-ray vision or duplicators. You may get away with it, but you may not, depending on the code ArrayPointer has written to detect it. Previously, the functions were written to remove items being actively used to cheat, such as a composter, and it allowed the player to remain on the server while sending a logged system message to ArrayPointer that the cheat was happening. ArrayPointer *previously* decided not to confront anyone over this matter, because he still believes in the honor system, and expects all players who play on the server to conduct themselves in an appropriate fashion. That approach has now changed. Please save glitch scams for your own server or singleplayer worlds. Any players found to be cheating *will be banned from the server, no matter how long they've been playing*.

Protect Your Stuff

The first time you join **Principalities**, you will appear in the **1.13 Town Center**. Two floors down is the **World Hub**, which has teleporters to all other updated destinations. You will need to enter the **1.19 Settlement** teleporter to join the rest of us. From that point, you will only have access to the 1.19 Settlement, unless you complete all 50 Milestones (see page **21** for more information about Milestones).

IMPORTANT!
Make absolutely **certain** you enter the 1.19 teleporter with **nothing** (no armor, tools, or any inventory item whatsoever). The 1.19 teleporter is customized to strip you of **everything** you have when you use it, unless you've completed all 50 Milestones.

NO cleared items will be returned if you forget, so take this seriously!

IMPORTANT!
It would be ill advised to attempt returning to a previous settlement before you have earned access to the teleporter. There is a barrier at the 1.19 settlement (50,000 block radius) which will throw you back to the 1.13 Town Center if you attempt to travel to a previous settlement. Then the teleporter that sends you back to 1.19 will strip you of all inventory and armor, which will not be returned, *no matter what the circumstance*.

ENDER CHESTS – IMPORTANT!
Returning players: Make **absolute certain** you clear out your Ender Chest inventory before you enter the teleporter to 1.19. An automated command is executed when you first enter the teleporter that will clear any items still in your Ender Chest.

This is to prevent potential cheating by leaving useful or powerful items in the Ender Chest in order to use them in the new settlement once you build another Ender Chest there.

Again, just like entering the teleporter with no inventory or armor, take this seriously. Any and all lost items will NOT be restored.

Important Additional Information

DISCORD, etc.

Due to questionable issues that arise during the use of online audio communication platforms, we do not use Discord or any other similar program. Minecraft already includes chat so all players are encouraged to use the in-game texting function as they play. ArrayPointer is happy to answer questions and provide assistance via text for any player.

TOWN CITY LIMITS – NO LONE WOLVES

Do not build your *personal dwelling* more than **150 blocks** from the Town Center. Your personal dwelling may extend away from the Town Center as far as you want, but some portion of it must be within 150 blocks. This is so everyone's home base is within viewing distance from the Town Center, and maximum viewing distance in **Principalities** is 160 meters (blocks). Many players also build a rail from their personal dwelling to the **Rail Hub** at some point as well.

Other buildings, such as mining entrances, that are **not** your personal dwelling can be as far away from the Town Center as you wish, and you are encouraged to build rails to the rail hub for those as well for your convenience. *The point of this 150 block rule is make our settlement an actual town, instead of just a spawn-in point where people rarely see each other. Also remember that automated devices only work when chunks are loaded, so keeping everything around the same area ensures more continuous automation.*

MINING RULES

As soon as the main floor of the Town Center is finished, players can feel free to stop mining below the Town Center and mine elsewhere. Keep in mind that the ten buildings on page **10** still need to be completed before ArrayPointer builds the teleporter to the World Hub. If you should decide to forgo making a personal dwelling, and instead make the Town Center your home, then of course you are free to find some other area to build a structure that stands over your own mine.

NETHER PORTAL RULES

DO NOT build your own Nether Portal near the Town. The Town requires a single shared Nether Portal because unless you're building a Nether Portal hundreds or thousands of blocks away, it will interfere with the Town's Nether Portal. Specifically, if you build your own portal too close to the Town Nether Portal, when you try to return from the Nether via your own private portal, you will return at the Town's entry point instead of your own. These are Mojang's coded parameters, not ours.

SPAWN CAGE FARMS
Spawn cage farms are allowed but discouraged, due to unintentional corruption of the player statistics. If you do decide to create a spawn cage form, make sure to tell ArrayPointer the coordinates for the cage so he can add code for the location. This is to prevent inaccuracies with player statistics. Not reporting the spawn cage farm is considered cheating.

AUTOMATION RULES
Absolutely **NO** massive scale automation is allowed, as it throws the survival aspect of the game out of balance. While a typical small scale iron farm is something all the players can benefit from, a gigantic iron farm that produces thousands of ingots per hour is ridiculous and thwarts the efforts of players seeking a challenge. Please save those projects for your own server or singleplayer worlds.

NO gold farms. Villager trading posts are fine, but **NO** auto-generated villagers.

EXPLORATION BOUNDARIES
Overworld exploration limits are quite generous, with a **50,000** block radius from the Town Center. That amounts to approximately **3,844** square miles! This is much more than anyone would actually want to explore. This restriction applies to the Nether as well, but that boundary is much smaller, at **5000** blocks from the town's Nether-side portal, providing about **36** square miles (more than enough to find all the different Nether structures and biomes). The End has no distance restrictions. Any rare biomes or structures of interest found while adventuring should be posted on the **Public Message Board** so everyone can access them if necessary.

WORLD HUB TELEPORTER RULES
The 1.19 return teleporter to the 1.13 World Hub is not automatically available to every player. The following two conditions must be met at every settlement for anyone to be able to use it:
1) The teleporter will be built only after **all 10** Town structures have been completed that are listed on page **10**.
2) After teleporter is built, each player's individual access to the return teleporter will be contingent on that player completing **all 50** Milestones.

SETTLEMENT MINECRAFT DAY LIMIT

Launch-specific statistic cycles will continue to Minecraft Day **7,000**. At that point, the current statistics will be immortalized on the **Principalities** statistics web page, and all-time statistics will be returned to the players' sidebar displays. 7,000 Minecraft days equals approximately **90** real-life days.

MAKE WISE INVENTORY DECISIONS

Please do **not** carry all your most valuable items with you all the time. **Principalities** is a vanilla **survival** server, and the inventory rule will not be broken: *if you die and lose all your stuff, the server admin will NOT restore it, no matter how important it was or how upsetting it was to lose it*. Please plan accordingly.

First Day Directives

SURVIVING THE FIRST DAY AND NIGHT - *20 minutes total*
The Town Center is an important permanent structure, but to survive the first few nights, the initial shelter that precedes it must be built before the first nightfall. In order to do that successfully, a good deal of wood must be gathered during the first day.

Seeds should also be gathered from local grass in order to start the initial wheat farm.

The **three** top priorities for everyone on the first day are:
1) Chop LOTS of wood for building the initial shelter that evolves into the Town Center, and for creating charcoal until enough coal is mined for fuel.
2) Mine enough stone to make stone tools for everyone.
3) Help gather whatever resources needed to finish building the new Town Center.

A large central mining room should be dug out below initial shelter, and all initial stone and ore can be mined there by everyone while they wait for the night to pass.

Make sure to replant any dropped saplings to ensure a new crop of trees as soon as possible.

Anyone killing nearby animals for food should be careful to **always** leave at least two (or more) of each type for breeding. Otherwise, animal farms become difficult to start for lack of an initial breeding pair.

Plan for **not** sleeping through the first few nights, due to the typical initial lack of sufficient wool for everyone's beds in the beginning.

BUILD NOTE: Please give effort to your builds, be it a house or any other building. It doesn't take much effort to convert cobblestone to stone or stone brick, for example.

Absolutely NO substandard dirt or cobblestone shacks!!! All town buildings and personal dwellings must be attractive builds that required some time and imagination. You can obviously use some cobblestone for builds, but do NOT create the entire structure with mostly cobblestone.

Ten Required <u>Separate</u> Town Structures ***

LONG TERM SURVIVAL
The initial dirt shelter will eventually become the **Town Center**. The Town Center is built as close as possible to the spawn-in point, and it contains all work-related blocks (crafting table, furnaces, anvil, etc.), plus many chests for community storage.

A large **Public Message Board** needs to be built near the Town Center.

A massive **Agricultural Center** needs to be built near one edge of the Town. All are welcome to harvest and replant there. ArrayPointer traditionally builds it.

An **Animal Husbandry** area needs to be added near the Agricultural Center for breeding and processing meat, leather, feathers and wool. Remember that sheep need grass blocks to renew their wool.

A large **Villager Lodge** needs to be built, with a sizeable fenced-in, double-gated yard to keep villagers from escaping. It may contain trading-post villager enclosures, but must also have free-roaming villagers to approximate normal village activity.

A **Nether Portal** building with a gate needs to be built. The gate is to keep villagers from wandering into the portal, and to prevent camping mobs from blowing up the portal.

An **Enchanting and Brewing Station** building needs to be built.

A **Rail Hub** building needs to be built that will centralize all rails that travel out of Town, leading to personal dwellings and other locations. The hub and rails can be above or below the ground, but it is easier to build railways above the ground.

A **Stable** needs to be built to house players' horses. All horses should be named by owners to avoid confusion.

A **Carnival** teleporter building will be built by ArrayPointer as soon as he has enough resources and the Town Center base has been established.

*** All TEN structures need to be built before the World Hub teleporter is built by ArrayPointer. Do NOT combine multiple required buildings into single structures.

Tracked Statistics

Principalities features full statistical tracking. This means not only the statistics that are cycled on the sidebar during the game, but also every possible statistic for every block, item and action are also tracked both per Settlement launch and All-Time. At any time when ArrayPointer is on the server, if you wish to see a statistic that isn't included in the current stat cycle, just ask him and he'll temporarily display the one you're curious about.

All the all-time stats are available, but not all launch-specific stats are available during play. If you are curious about a particular stat that isn't already included in the launch-specific statistics set, ArrayPointer can log off, reload an old game save, find out the previous all-time total, subtract it from the current launch-specific total, and add the stat to the recycled launch-specific stats.

The stats that typically cycle during any given launch are things like day counter (Minecraft days since launch, which completes about 90 real-world days from start), deaths, experience, distance traveled, total monsters killed, weapon and tool use, and many others.

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Carnival

Early during each launch ArrayPointer builds a special teleporter for all players to access, which can send them to the area called **Carnival**. When you arrive there, you will notice you are standing on a walled-in stone brick area called the **Carnival Square**. This is the permanent location of all mini-games, except for **Tag**, which is mobile and occurs anywhere players are. There is a separate entrance and exit for Carnival.

The Carnival area contains the following seven mini-games: **Bullseye Club, 1500 Meter Race, Mystic Diamond 250, Maze of Despair, Button Hunt, This...is...Sparta! and Shooting Gallery.**

All current Carnival games are single player. While any individual game is being played, the relevant stats or messages for that game will periodically display center screen as titles and/or the lower left as server generated chat messages.

The Carnival area also features a walkway of **Principalities** Settlement History, as well as a special monument to honor **Principalities** Boss Mob Warriors of the past, present and future, and a Wall of Retired Players.

TAG

TAG is the only **Principalities** mini-game that is not limited to the Carnival area, and is played anywhere in the world. At the start of each launch, ArrayPointer will be supplied with a command block so he can tag someone to get the game started. The command block looks like this:

If you are tagged, you remain IT until you tag someone else. To tag someone, simply throw the command block near the player (preferably behind the target player so the player doesn't see the block drop), and the player will automatically pick it up without knowing it. You have to be stealthy! The stats tracked are minutes spent as IT and times tagged, which means the best scores will be at the bottom of the lists instead of the top.

Do **NOT** throw the command block randomly away. If the command block is allowed to despawn, let ArrayPointer know in-game, or email him if he's not online when it happens. Please do not store the command block in a chest, because this deprives other players of the fun of trying to tag someone. Anyone tagged for a very short time who tags someone else, and then doesn't log into the server again will be disqualified from the Tag game.

BULLSEYE CLUB

To compete, walk under the East Archway for the Bullseye Club and stand on the red granite block and face east, you'll see a target with redstone lamps on all four sides. Once you're standing on the block, the Bullseye Club game is activated. Take aim with your bow and arrow, and shoot!

The target is 30 meters away, which is achievable, but far enough where it won't be easy to make a bullseye. The lamps will light up if you hit the target, but you'll only score a point if you hit the actual *center point* of the bullseye. When you get a bullseye, a message will immediately display in the center of screen for everyone to see.

Unless your bow has Infinity, you can run over and collect your used arrows from the target when you run out. The used arrow return amount is approximately 85%-90%.

1500 METER RACE

To compete, you walk under the South Archway for the 1500 Meter Race and keep going until you're standing on the red granite and facing south, you'll see an acacia button underneath a sign that says "Start Button."

Press it and immediately run south, using the overhead stone brick beam as your guide.

When you arrive at the halfway point, press the acacia button there and a message will display that you've reached the halfway point. Immediately run back to the starting point as soon as you press the button.

Don't press the start button again when you arrive back at start. Simply run over the top of the other polished granite block that's underneath the sign that says "Finish Square."

After you run over the Finish Square, your score will be displayed. If you didn't beat your best time, your previous score will not change and a chat message will appear from the server either way. The important stat is the amount of seconds it took to finish, so the best score will be at the bottom of the list on the sidebar statistic.

There are some things that will disqualify you, those being using ender pearls, a trident (riptide), riding a horse, a minecart, a boat or using an elytra. Potions are also **not** allowed, and there is a full 8 minute waiting time after drinking a potion that you will not be allowed to race, regardless of duration of potion.

MYSTIC DIAMOND 250

Mystic Diamond 250 is a gargantuan slot machine that takes diamonds as tokens and pays off whatever has been collected up to that point. There will be an initial prize of **250** diamonds each time the jackpot is cleared out.

This means no matter when you start playing the slot machine, it will have at least 250 diamonds, but potentially a **lot** more, depending on how many people have played it already before you without winning the jackpot. The maximum possible payout is **6,144** diamonds! There will be no secondary prizes.

The odds of winning are 1 out of 250 each time you try. The odds do not change the more you play, but the probability that you will win increases each time. Jackpots not won each launch will carry over into the next launch!

Before you play the slot machine, you **MUST** be standing on the red granite block indicated in front of the slot machine. It will **not** work unless you are in that position.

To play, place a **single** diamond in the barrel in the center. **If you put more than one in at once, the slot machine won't give you credit for more than one.** Once the diamond has been placed in the barrel, the generator begins producing random numbers. The generator will continue to randomize numbers until you hit the acacia button, and then the generator will stop randomizing and your number will be displayed as a server chat on the lower left of your screen. If you hit the number 250, you will win and all jackpot diamonds will be transferred to the prize chest at the bottom of the slot machine. Then the machine is reset with another initial 250 diamonds.

The machine only takes diamonds, so if you put something else in the barrel, you'll just be wasting it and won't get the item back (it gets dropped in lava). The admin will not return your lost item, so pay attention to what you're doing.

The stats tracked for the Mystic Diamond 250 are:

1) The current jackpot amount.
2) Total diamonds won (this is the stat on the web page chart).

Good luck!

MAZE OF DESPAIR

The Maze of Despair is a very large maze with a single entrance located at the North Archway. The inside is stone brick with Jack o'Lanterns as light sources. There is only one exit, as the entrance becomes sealed when you begin exploring the maze. The exit is a small room somewhere inside the maze, and once you get there, you press the Exit button and you will be teleported back to the entrance. The entire rest of the Maze is a one-block wide by two-block high corridor.

There are many 'quit' buttons in the Maze that will end your Maze exploration, if you should tire of finding the exit and wish to stop playing. You will be disqualified if you use potions, ender pearls, tnt or chorus fruit. You will not be able to drop anything as a marker, as it will instantly disappear.

The stats tracked for the Maze of Despair are:

1) Times exit found (Maze completed).
2) Shortest amount of seconds to complete Maze (this is the stat on the web page chart).
3) Total minutes spent in the Maze.
4) Total distance (in feet) traveled in the Maze.

BUTTON HUNT

The Button Hunt is simple but not easy. If you walk through the West Archway and head southwest past the Mystic Diamond 250, you will find yourself in a forest. The search area is between x=1000000 to x=999000 and z=1000000 to z=1001000. Don't go past 1000 blocks from the Carnival Square because you will be teleported back to the Square if you do. Be aware that the southwestern corner of this barrier will be less than 1000 blocks due to Mojang's circular radius distance parameters.

All you have to do to win the Button Hunt grand prize is be the **first** to find all 50 **acacia** buttons and press them. None of them are covered up, but many of them are hard to find. Be careful to only play Button Hunt during the day, as you will not be able to lay down torches. If you notice a button has been blown up by a creeper, let ArrayPointer know and he will replace it. Try not to fall into any holes you can't get out of, in case ArrayPointer is not in the game at that time.

The stats tracked for the Button Hunt are for how many buttons are found, and which Minecraft Day any player finds the 50th button. Button locations will change for each new launch.

THIS...IS...SPARTA!

For all you warriors out there, this is the game for you. At the center of the Carnival Square is a water elevator that will take you to a platform *very* high in the sky. It is the entrance to Sparta. There is a bed nearby to set your respawn point before entering the water elevator, and a couple of small chests to unload valuables (see below).

Like real-life Sparta, you play to your death. All deaths from Sparta are **not** added to your regular death stats, and you will also not lose your levels or experience.

WARNING: Do not bring the following into Sparta with you, because when you die on the platform, these dropped items will **disappear forever: totems of undying,** potions, pillager banners, **wither skeleton skulls,** spider eyes, glowstone dust, saddles, leather, gold nuggets, **gold ingots.** Death from falling does not destroy these items.

Once you arrive on the sky platform, there are two buttons. One cancels Sparta and teleports you safely back to the ground. The other starts Sparta.

Every 60 seconds, the next level starts with its attendant group of mobs. To score points on a mob kill, the mob must be killed **on** the platform. Any mobs falling to their deaths will not add any points to your score. Every 30 seconds your updated score is displayed.

You have one goal and one goal only: to survive as long as you can by killing mobs. You can die either by mob or by falling. You will notice there are no rails and there are many holes you can fall through if you're not careful. The first wave starts a few seconds after pressing the start button.

If you are killed on the platform, simply return up the elevator after you respawn to gather your dropped items. Then play again or use the cancel button and return to the ground safely.

There are some things that will disqualify you by providing artificial advantage. Those being eating golden carrots, golden apples or enchanted golden apples; using potions, ender pearls, TNT or a totem of undying; flying with an elytra. There is a full 8 minute waiting time after drinking a potion that you will not be allowed to play Sparta. All food is allowed except for the golden ones already mentioned.

The stats tracked for This...Is...Sparta! are:
1) Times game completed (only your death completes the game).
2) Best single game score (this is the stat on the web page chart).
3) Average score per game.

SHOOTING GALLERY

Sharpen up your arrows, and try to kill as many chickens as you can in 60 seconds!

Press the start button that's located right in front of the red granite square (you must remain on it for the duration of the game), and the just keep shooting until the chickens stop falling. You will get one point per chicken. Crossbows are not allowed, only bows can be used, though they may be either enchanted or not enchanted.

You will be immediately disqualified if you use a potion, crossbow or trident.

80% to 100% of your arrows will be automatically returned to you, whether you use a Mending bow or an Infinity bow. This is because most of the arrows you shoot are suspended over an area you can't reach for retrieval.

This may seem like a clever way to obtain free arrows if you use an Infinity bow, but there is wear and tear on the Infinity bow just by playing the Shooting Gallery, so consider the additional arrows a compensation.

If you wish to check your current score, press the button in the Carnival Square that's nearest to the Shooting Gallery.

Good luck!

POINT CHART FOR SPARTA MOBS

```
Zombie        ------------   5 points
Skeleton      ----------    10 points
Husk          --------------10 points
Stray         ------------  10 points
Witch         ------------  15 points
Pillager      ----------    20 points
Zombified Piglin* --        20 points
Vindicator    --------      25 points
Wither Skeleton  ---        35 points
Hoglin/Zoglin   -----       50 points
Evoker        ------------  65 points
Piglin Brute  ------        85 points
Ravager       ----------   100 points
Illusioner**  -----        150 points
```

*Zombified Piglins are what Piglin Brutes turn into in the Overworld after 15 seconds. They are considerably less formidable than Piglin Brutes, thus their points are much lower. This also means if you want to earn 85 points killing a Piglin Brute, you have to kill it within 15 seconds of its appearance on the platform.

Illusioners are not normally available in Survival mode, so you may have to read the **Minecraft Wiki page about Illusioners to develop a strategy to fight them. They **are** possible to defeat if you understand how they behave.

You should already be using the Minecraft Wiki if you have questions about the game, because they are **all** answered there. As of the writing of this charter, there are 15,325 articles devoted to every aspect of the game and are easily searched in the top page found at:

https://minecraft.wiki/

Carnival Prizes

TAG PRIZE (changed as of Settlement 1.19):
The player with the **lowest** minutes on day **1000** of the 1.19 Settlement will win permanent bragging rights and a bundle! The tag game is then suspended until the following launch.

BULLSEYE CLUB PRIZE
The player with the **highest** score on day 7000 of the 1.19 Settlement will win permanent bragging rights and a bundle!

1500 METER RACE PRIZE
The player with the **lowest** seconds on day 7000 of the 1.19 Settlement will win permanent bragging rights and a bundle!

MYSTIC DIAMOND 250
Anyone who gets a 250 spin on the slot machine will win the **jackpot**, which is all collected diamonds back to the last jackpot.

MAZE OF DESPAIR
Any player who finds the exit in the **Maze of Despair** will win a **stack of diamonds**! That's **64** diamonds, to make things clear. The player who finds the exit in the least amount of time by Day 7000 will win an **additional stack** of diamonds! The exit location will be changed for each successive launch. A player who finds the exit may play again to shorten the his or her time, but can only win the prize once per launch.

BUTTON HUNT
For each button found, the player will receive **2** diamonds. For players who find all 50 buttons, the total will be doubled to **200** diamonds. For the **one** player who finds the 50th button **first**, the total will be doubled once again, bringing the total diamonds won for that player to **400** diamonds!!! Each player is only allowed to win the Button Hunt prizes once per launch.

THIS...IS...SPARTA!
The player with the **highest** single game score on day 7000 of the 1.19 Settlement will win permanent bragging rights and a bundle!

SHOOTING GALLERY
The player with the **highest** single game score on day 7000 of the 1.19 Settlement will win permanent bragging rights and a bundle!

Statistics Plaza!

Near the Carnival Square, under the South Archway and to the right, is a structure that features all the common stats that players are interested in. The stats are accessed through buttons, the way they are in the Town Center. There are spaces for **60** different stats, so any you would like to see that aren't already included, please let ArrayPointer know and he will add them to the Plaza.

After viewing the stats you wanted to see, please remember to hit the **Restart Statistics** button in the doorway on your way out.

Milestones

A Milestone is an achievement you reach, such as mining so much stone, crafting so many particular items, catching so many fish, traveling so many miles, etc. They are all things that you can achieve as you play the game, but you have to play long enough to complete them.

WHAT'S NEW WITH 1.19:
With Settlement 1.19 we're going back to providing a list of the Milestones in this charter, instead of trying to earn them blindly. Also, effort was expended to come up with a permanent set of Milestones that will be repeated each launch, based on the average activity of players from previous launches. Permanent finalization of the Milestones will depend on how they play out during the 7,000 days of the 1.19 Settlement.

The server will send out a chat to all players when each Milestone is achieved. There are a total of **50** Milestones and they are the same 50 for all players. The complete list of Milestones is on the next page.

There are prizes awarded to the first three people to achieve all 50 Milestones:

1st place (all Milestones achieved in *shortest time*): **10** mending books.
2nd place (all Milestones achieved in *second shortest time*): **5** mending books.
3rd place (all Milestones achieved in *third shortest time*): **2** mending books.

Milestones are optional, but you will NOT be able to access other settlements in the world (via the World Hub teleporter) without achieving all 50.

As Mojang has designed distance restrictions for stronghold generation from the World Spawn Point, you will not be able to go to The End unless you have earned access to the World Hub teleporter.

This means the moment you finish the Milestones (as long as all ten Town buildings have been created) you can return to the previous settlement and retrieve the prizes you already won in the previous launch, along with any other assets you have accumulated during your time in **Principalities**.

MILESTONE LIST

Action	Item	Amount Needed	Milestone Points Earned
Carnival	Bullseye	1	1
Carnival	1500 Meter Race	5 tries	1
Carnival	Mystic Diamond 250	10 tries	1
Carnival	Maze of Despair	20,000 feet	1
Carnival	Button Hunt	15 buttons	1
Carnival	This...is...Sparta!	500 score	1
Carnival	Shooting Gallery	3 tries	1
Craft	Books	50	1
Craft	Rails	500	1
Craft	Conduit	1	1
Craft	Iron Helmet	1	1
Craft	Iron Chestplate	1	1
Craft	Iron Leggings	1	1
Craft	Iron Boots	1	1
Craft	Diamond Helmet	1	1
Craft	Diamond Chestplate	1	1
Craft	Diamond Leggings	1	1
Craft	Diamond Boots	1	1
Craft	Netherite Helmet	1	1
Craft	Netherite Chestplate	1	1
Craft	Netherite Leggings	1	1
Craft	Netherite Boots	1	1
Chop	Logs	3,000	1
Dig	Dirt	2,000	1
Mine	Stone	15,000	1
Mine	Deepslate	15,000	1
Mine	Netherrack	10,000	1
Mine	Basalt	1,000	1
Mine	Blackstone	500	1
Mine	Shroomlight	5	1
Mine	Coal Ore	1,200	1
Mine	Iron Ore	500	1
Mine	Copper Ore	500	1
Mine	Lapis Lazuli Ore	100	1
Mine	Redstone Ore	300	1
Mine	Gold Ore	100	1
Mine	Diamond Ore	100	1
Mine	Emerald Ore	25	1
Mine	Quartz Ore	500	1
Eat	Cooked Beef	200	1
Eat	Cooked Chicken	200	1
Eat	Cooked Cod	200	1
Catch	Fish	1,000	1
Trade	with Villagers	1,000	1
Use	Sword	1,500	1
Shoot	Bow	1,000	1
Kill	Ghast	3	1
Kill	Cave Spider	5	1
Kill	Enderman	5	1
Kill	Blaze	10	1

Wither Temples!

All new settlements, starting with 1.19, will include an undisclosed number of custom **Wither Temples**, complete with armed guards and **useful** loot!

The temples will be distributed randomly within a 3000 block grid from the Town Center. Their structural appearance will not be revealed beforehand.

The guards will pose a challenge, but won't be ridiculous, therefore none of the guards will be withers.

The temples were built in honor of the withers, not to house them.

Good luck!

☺

Emerald Exchange!

A NEW FEATURE HAS BEEN ADDED FOR 1.19

Emerald Extravaganza is a new reward structure that awards prizes to those who get the highest scores in each of these 20 categories by day **3000**:

`Mine the most rock`	`Mine the most nether quartz ore`
`Chop the most logs`	`Mine the most nether gold ore`
`Kill the most monsters*`	`Mine the most coal ore`
`Use an axe the most times`	`Mine the most copper ore`
`Use a pickaxe the most times`	`Mine the most iron ore`
`Use a shovel the most times`	`Mine the most gold ore`
`Travel the most distance on foot`	`Mine the most redstone ore`
`Travel the furthest on pig`	`Mine the most lapis lazuli ore`
`Travel the furthest on strider`	`Mine the most diamond ore`
`Mine the most ancient debris`	`Mine the most emerald ore`

* This...is...Sparta! kills not included.

The reward structure is based on which players have attained the highest scores in each of the twenty categories. Be advised that any silk touched ores that are placed for re-mining will be automatically subtracted from total.

For **each** player's top Emerald Extravaganza score, he or she will receive

250 Emeralds!!!

The emerald rewards for top ore mining scores will be done manually by ArrayPointer, unless he finds the time to automate the process before the 1.19 launch.

Emeralds? Not diamonds? *What good is that?* Take a look at the large copper building near the Carnival Square, and look on the next page to see what you can trade your emeralds for!

EMERALD EXCHANGE PRICE CHART

Exchange opens on Day 3010. Chart items sorted by price.
"E" represents **"Emeralds."**

```
10 Diamonds ----------------- 100 E
10 Experience Levels ------- 250 E
1 Magmacube Spawn Egg ------ 250 E
Music Disc 13 -------------- 500 E
Music Disc Cat ------------- 500 E
32 Blocks of Coal ---------- 500 E
1 Diamond Horse Armor ------ 750 E
1 Enchanted Golden Apple --- 750 E
Music Disc Otherside ------- 750 E
Music Disc Pigstep --------- 750 E
Music Disc 11 -------------- 1000 E
Music Disc Blocks ---------- 1000 E
Music Disc Chirp ----------- 1000 E
Music Disc Far ------------- 1000 E
Music Disc Mall ------------ 1000 E
Music Disc Mellohi --------- 1000 E
Music Disc Stal ------------ 1000 E
Music Disc Strad ----------- 1000 E
Music Disc Wait ------------ 1000 E
Music Disc Ward ------------ 1000 E
```