

Municipal Charter for Xanadu Settlement 1.16

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Server Schedule

Settlement 1.16 will launch at **2:00pm CST** on Saturday, **November 7th**, 2020.

Server will be taken down on **Wednesday**, the morning of the **4th**, in order to give ArrayPointer enough time to add and test all the code he's been writing the last few weeks. After Wednesday morning, server will **NOT** be available to other players (though it will be online for testing) until launch time! Please be patient while launch is prepared.

Please remember to set your Minecraft Launcher to **1.16.3** before logging in to the server. Do not set it to "Latest release." If you set it to load the latest release instead of specifically 1.16.3, you'll end up not being able to log into the server now and possibly in the future, unless it just happens to match the version the server is running.

Friendly Reminder :)

Please do not attempt to use any sort of cheats on our server. I have code in place to detect this activity. I'm 99% confident all our players would never want to ruin the experience for themselves and others by unfair advantage. Let's all enjoy vanilla survival properly and avoid hurt feelings that are caused by being permanently banned. Kicking a player is the most unpleasant way to spend my time as admin.

Principal By-Laws

IMPORTANT!

Make absolutely **certain** you enter the 1.16 teleporter **naked**, with no armor, tools, or any inventory item whatsoever. The 1.16 teleporter is customized to strip you of **everything** you have when you use it!

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

This time around, players won't be expected to enter the teleporter together. Players can join the server and teleport to the new area whenever they're ready. Just be aware that the longer you wait, the further along others will be in the Milestone Race, and this time the prize will be sweet!

Individually labeled chests are still in the 1.13 Town Center basement for all inventory items players are still carrying, so they can be unloaded before entering the teleporter. If you never returned those items to your respective bases before, you might want to this time, otherwise the chests might be too full to unload your inventory and armor.

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 which will throw you back to the 1.13 settlement if you attempt to run back to a previous settlement.

ENDER CHESTS – IMPORTANT!

Make **absolute certain** you clear out your Ender Chest inventory before you enter the teleporter to 1.16. An automated command will be 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 naked, take this seriously. All lost items will NOT be restored.

TOWN CITY LIMITS

This time around there will only be one hard rule about where you build your base/home. Just keep in mind that the return teleporter's construction depends on the completion of the Town buildings as set forth in this charter.

The one hard rule is that you will still be expected to build some sort of visible path from your base/home to the Town Center, in order to maintain a sense of community.

RESOURCES

After each player attends to his or her own immediate survival needs, **all** surplus resources become **community property**, stored in chests in the Town Center. This is one important way to contribute to the sense of community we're trying to maintain.

Personal storage maintained in one's home should be limited **only** to resources that one is actively using, such as extra tools and weapons, current building materials, etc. Precious loot is also something you would keep in personal storage, gained from places like Temple raids, mine shaft chests, Dungeon chests, etc.

TAG GAME

The Tag game will be **ACTIVE** and will have all statistics temporarily reset for the 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**.

Remember, if you are tagged, you remain IT until you tag someone else.

To tag someone else, simply throw the command block near someone so they'll automatically pick it up without knowing it. You have to be stealthy!

Do **NOT** throw the command block randomly away. If the command block is allowed to despawn, you are stuck as "IT" forever, until ArrayPointer can produce another one for you.

The Champion of Tag at any given time is the one with the fewest minutes spent as "IT." Let's get everyone on the board!

MILESTONES!

This time around we're going to have a total of **50 Milestones** for all players to achieve. 33 of the new Milestones are all from the Nether Update, and the remaining 17 are various Milestones you can achieve in the Overworld. This means 33 of the Milestones **require** you to enter the updated Nether.

Milestones will accumulate as a total tally, with a maximum possible score of **50**.

The first person to get all 50 Milestones will be awarded TEN (10) Mending books and a twenty dollar check from ArrayPointer (\$20), sent to your home! There will be no second or third prizes.

Players seeking to achieve Milestones with the assistance of automation need to know that such efforts will be pointless since all but one of the Milestones require only one item to achieve them. This is to keep the Milestones Race reasonable, and to compel players to explore further in the game than they might normally explore.

A full list of Milestones can be found on pages 11 and 12 of this document.

THE BULLSEYE CLUB!!

In honor of the new target block that's included in the 1.16 Nether Update, there is a new competition in our Settlement: The Bullseye Club.

In the top floor of the Town Center, you'll find a red block of polished granite near an opening in the corner. If you stand on the red granite and look across at the polished diorite Nether building, you'll see a target with a redstone lamp on each side.

It's a total of 30 meters, which is achievable, but far enough where it won't be easy to make a bullseye. It's tested and ready to go. The "To Be Announced" stat now reads "Bullseye Club," and will display any bullseyes any player gets.

The lamps will light up if you hit the target, but you'll only score a point if you hit the actual bullseye.

Who's the best sharpshooter in the land? Let's find out! :)

1500 METER DASH!!

Yet another mini-game for you from ArrayPointer. :)

At the Town Center, you'll find a corner outside that has two acacia buttons alongside two birch signs. The signs simplify instructions, but here's how the game works.

You have to stand on the granite block, hit the lower button, then run due east as fast as you can! At the halfway point (750 meters) you'll find another acacia button on a simple brick structure (with a very tall pylon and a fish bone triangle at the top) with another granite block in front of it. Stand on the granite, hit the button, and if you did it correctly you'll see an acknowledgment on the screen.

Then you run back west to the Town Center and run over the initial granite block. At that moment, your score will be displayed. If you didn't beat your best time, your score will not change; if you beat your best score, the new best score will display.

To get the stats cycling again, or to cancel the race before you run it, hit the upper button instead of the lower button.

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

Altering the landscape is considered cheating, before, during or after racing. Let's keep the race results honest and fun! Part of the challenge is trying to navigate uneven terrain.

Who is the fastest runner of them all?

PLAYER BASE/HOME REGULATIONS

Only **one** personal domicile per player!

Domicile can be a house, castle, or anything you can dream up.

No limits on length, width, or height of domiciles. In terms of depth, remember to respect mining tunnels that may be below your plot.

This time there will be no limits to how small or large your personal land plot can be. It's first come first serve in regard to where you build your base, so keep that in mind as you make plans for when you plan on joining the launch.

DO NOT build your domicile too close to center of Town! Better to go out a ways than be asked later to move your home for a Town structure.

Players must build a visible, physical path from their domicile and connect it to an existing path in the Town. Fancy brick paths are nice but not required; even a simple grass path (right clicking on grass with shovel) will suffice.

DISCORD REQUIRED

Using Discord while playing will be the rule, not the exception. It really does enhance the game for everyone, even if you're microphone shy.

If for some reason you temporarily don't have working headphones, please make every effort to get functioning ones by the launch date, or as soon as possible.

If your headphones are broken, you can still run Discord to *hear* everyone else, and use the in-game chat function ("t" key) to communicate back.

MINING REGULATIONS

There will be only **one** mining hub, underneath the initial shelter, the structure that will eventually become the Town Center.

All player mining tunnels must branch off from there in the initial launch. At some point, it's okay to mine from your own base, just not at the beginning.

Mining is **unlimited** in terms of tunnel distance from Town.

All players please use signs to indicate entrances to your own tunnels from initial large central mining room.

If during mining, you run into another player's tunnel, withdraw and change course sufficiently to continue without breaching. This usually only requires a 100 block or so adjustment. If you run a tunnel out a good distance, then turn right or left, go out another good distance, do it again as needed, etc., you will probably not be bothered with accidental breaches by other players.

Let's all be courteous and patient with each other in this matter. Mistakes happen.

OVERWORLD SURFACE EXPLORATION

Surface exploration is **unlimited**.

Any coordinates for areas of interest should be posted on the **Public Message Board**, such as rare biomes (e.g. Badlands, Mushroom Islands), Ocean Monuments, Woodland Mansions, etc. A player may eventually move his or her domicile to a different Town location, but former plot must be completely dismantled and left in its original, natural condition, including all holes filled and surface dirt replanted, so the next person doesn't have extra work to perform.

Rails may be built to all areas of interest eventually, based on priority.

RETURN TELEPORTER RULES

This time the return teleporter won't be based on time passed. Instead, there are two simple rules for everyone's access to the return teleporter:

- 1) The teleporter will be built only after **all** Town buildings have been completed that are listed on page **9**.
- 2) Each player's individual access to the return teleporter will be predicated by completing **all 50** Milestones.

Essential Survival Directives

FIRST MINECRAFT DAY (10 minutes daylight)

The Chief Architect needs to take wood gathered by other players and create the initial shelter. If Chief Architect is not on server during first Minecraft day, then any players willing to build initial shelter are welcome to do it.

The Director of Agriculture and Forestry will gather grass seed right away to start initial wheat farm for bread.

The two top priorities for everyone are:

- 1) Chop LOTS of wood.
- 2) Mine LOTS of cobblestone.

With chopped wood, make crafting table and wooden tools, and continue chopping wood for first night. Make sure to replant any fallen saplings to ensure a new crop of trees as soon as possible.

Wood is needed for building initial shelter and making charcoal and sticks, for furnace fuel, torches and stone tools. Cobblestone is needed for making stone tools and a few furnaces for initial shelter.

Anyone killing nearby animals for food must be careful to **ALWAYS** leave two of each type for breeding.

Plan for not sleeping the first few nights, due to initial lack of sufficient wool for 14 beds.

FIRST MINECRAFT NIGHT (10 minutes darkness)

Large initial central mining room should be dug out right below initial shelter, all future mining tunnels branch off from that.

Use signs to mark your tunnel entrances.

LONG TERM SURVIVAL DIRECTIVES

The initial shelter will eventually become the **Town Center**. The **Town Center** needs to be built over the spawn-in point, and it should contain all work-related blocks (crafting table, furnaces, anvil, etc.), and the main **Mining Entrance** for all players. The Town Center needs to be large enough to accommodate many chests for sorting gathered items.

A **Jail** needs to be built for zombie villagers, for eventual rehabilitation back to villagers.

A large, central **Villager Lodge** needs to be built. Villagers will roam freely in the town as additional citizens, to give our Town a more “realistic” atmosphere.

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

A massive **Agricultural Center** needs to be built, near one edge of the Town, to be extended past Town limits in order to leave most Town real estate for buildings and domiciles. All crops will be grown and harvested there.

An **Animal Husbandry** area needs to be added alongside Agricultural Center, for breeding and processing meat, leather, feathers, and wool.

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

A **Nether Portal** Building needs to be built.

A **Stable** needs to be built to house players' horses. All horses should be named by owners. The Sheriff will manage the horses for the owners.

A **Rail Hub** needs to be built that will connect all rails that travel out of Town.

ALL THE AFOREMENTIONED BUILDINGS AND COMPLEXES NEED TO BE COMPLETED BEFORE RETURN PORTAL IS BUILT.

Shortened list (10 structures):

Town Center, Mining Entrance, Jail, Villager Lodge, Public Message Board, Agricultural Center with Animal Husbandry section, Enchanting and Brewing Station, Nether Portal Building, Stable, and Rail Hub.

Founding Members of Settlement 1.16

<p>ArrayPointer Director of Mob Control Director of Agriculture and Forestry Director of Transportation</p>	<p>BlissPointer Associate Director of Mob Control Minister of Trade</p>
<p>Darcy255 Chief Engineer of Automation Director of Moon Based Operations</p>	<p>DirtyIcecream Chief Mechanical Engineer</p>
<p>DragonShadow_1 Journeyman Construction</p>	<p>Element0fSanity General of the Military</p>
<p>FlexLuthor Deputy Sheriff Apprentice Construction</p>	<p>MysticEyeJoe Sheriff Director of Geological Extraction Director of Fish and Wildlife</p>
<p>RespawnToken Chief Architect and City Planner</p>	

Complete List of Player Milestones

First 33 are Nether based. The remaining 17 on page 12 are Overworld based.
Milestones can be achieved in any order.

NETHER MILESTONES

Action	Item	Amount Needed	Milestone Points
Mine	Nether Gold Ore	1	1
Mine	Basalt	1	1
Mine	Blackstone	1	1
Mine	Gilded Blackstone	1	1
Craft	Soul Campfire	1	1
Craft	Soul Lantern	1	1
Craft	Soul Torch	4	1
Mine	Crimson Fungus	1	1
Mine	Crimson Nylium	1	1
Mine	Crimson Roots	1	1
Mine	Crimson Stem	1	1
Mine	Weeping Vines	1	1
Mine	Shroomlight	1	1
Mine	Nether Sprouts	1	1
Mine	Warped Fungus	1	1
Mine	Warped Nylium	1	1
Mine	Warped Roots	1	1
Mine	Warped Stem	1	1
Mine	Twisting Vines	1	1
Mine	Warped Wart Block	1	1
Craft	Warped Fungus on a Stick	1	1
Ride	Strider	1cm	1
Mine	Ancient Debris	1	1
Smelt	Netherite Scrap	1	1
Craft	Netherite Ingot	1	1
Craft	Netherite Sword	1	1
Craft	Netherite Helmet	1	1
Craft	Netherite Chestplate	1	1
Craft	Netherite Leggings	1	1
Craft	Netherite Boots	1	1
Kill	Hoglin	1	1
Kill	Piglin	1	1
Kill	Piglin Brute	1	1

OVERWORLD MILESTONES

Action	Item	Amount Needed	Milestone Points
Craft	Mushroom Stew	1	1
Craft	Rabbit Stew	1	1
Craft	Chain	1	1
Craft	Lodestone	1	1
Craft	Smithing Table	1	1
Craft	Target	1	1
Mine	Generic Terracotta	1	1
Mine	Emerald Ore	1	1
Mine	Crying Obsidian	1	1
Mine	Blue Ice	1	1
Mine	Jungle Log	1	1
Pickup	Saddle	1	1
Pickup	Sweet Berry Bush	1	1
Pickup	Poison Potato	1	1
Pickup	Ender Pearl	1	1
Pickup	Spider Eye	1	1
Pickup	Slimeball	1	1