



The Prototype SMP

(APPLICATIONS FOR THE SMP HAVE
CONCLUDED.)

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Brief Introduction

The Prototype SMP is a whitelist-only vanilla survival server running on the latest version of Java-Edition Minecraft.

Here you can expect to hang out with our small to medium sized community, make friends, make builds, explore, and have a great time playing minecraft!

We're hoping to put a little more focus on content creation this server, whether that be full-length episodes, casual live streams, or even short-form updates and base tours!

Do note this is NOT a content creator SMP, nor is content creation a requirement or a primary focus of it, but you'll have a much better chance at joining if you do make some kind of content on the server!

This server will also feature a similar style to "Hermitcraft" in the sense that it'll feature a shopping district with district rules and regulations.

This server will have a big emphasis on being a pure survival vanilla server, no commands will be used, and no plugins or mods affecting gameplay will be added.

This server will also be based on a trust-system, moderation will barely take place as we hope it'll just be a fun relaxing time playing minecraft, without the need for any strict rule enforcing.

-make sure to join the **discord** server and send out an **application**! All links can be found in the [Table of contents](#) !

General Rules

These are the rules that apply everywhere, from the discord chats, to the actual Minecraft Server.

- 1) You must be at least 17 years old to be a member of this server.
- 2) Use common sense. This rule is kind-of the center of everything, and if you follow this rule you can pretty-much avoid breaking most rules.
- 3) No discrimination or targeted-harassment whatsoever.
- 4) No asking for any personal or sensitive information from anyone.
- 5) Try to keep everything in English.
- 6) Do not impersonate others.
- 7) Any kind of spam is not tolerated.
Pinging people for no apparent reason falls under this category.
- 8) Try not to advertise unless it's relevant to the server.
- 9) Don't be an asshole.
- 10) Abide by Discord's [TERMS](#) & [GUIDELINES](#)
- 11) Try to avoid controversial topics or topics that might spark arguments.
- 12) Try to appropriately use the channels and follow each channel's specified purpose properly
- 13) Punishments for violating any rules are determined by the moderation team and their decision is final.

Minecraft Server Rules

These rules are specific to the Minecraft Server.

- 1) All [General Rules](#) apply to the Minecraft Server.
- 2) No hacking or unfair modifications. Please make sure to reach out to any of the moderators to make sure your client-side mods are allowed and fair. Here's is a list of some **UNALLOWED** client-side mods you might not expect:
 - a) Any kind of freecam mod, replay mod is allowed for its built-in purpose of capturing replays, just don't abuse it for an unfair advantage.
 - b) Any map mod that gives you cave maps OR entity radar. If your map mod makes use of those features, make sure to disable it in your mod's respective settings.
 - c) Any kind of auto-place or easy-place, such as litematica's easyplace mode.
Note that litematica holograms ARE allowed, just not the unfair settings.
- 3) No major exploits. Here's a list of the only **ALLOWED** exploits:
 - a) Rail-duping
 - b) TNT-duping
 - c) Carpet-duping
 - d) Nether roof / Bedrock breaking
- 4) No stealing. Whether that be placed blocks or items found in containers.
- 5) You're not allowed to use other people's services without their permission.
This includes XP farms, Villagers, etc...
- 6) No griefing whatsoever. If a build isn't yours, you are not allowed to break or place any blocks without the builder's consent.

- 7) No “trolling” or “rage-baiting” just to get a reaction from others, that behavior is not welcome.

This includes any use of “loopholes” around the rules. If you think it’s not allowed, it’s probably not allowed.

Loopholes may include things like using the public world seed to find coordinates for ores without necessarily using x-ray packs.

- 8) No scamming. if your intention is to trick members of the server, then it is absolutely not allowed.

- 9) Try to avoid building near other people’s bases without their permission. If you plan on building near someone make sure to discuss it with them prior to avoid any confusion.

- 10) Respect each district’s bounds. Don’t build a base in the shopping district or the event district for example. More info on the actual bounds will be found in the discord server.

- 11) No lag machines, or badly-optimized redstone and automatic farms. Farms and redstone-machines are allowed, and so is AFKing them, just make sure your farms are lag-proof to avoid any potential server performance issues.

- 12) PVP is allowed given you’re opted in.

- In the discord you have the option to opt out of PVP, in that case you won’t have to worry about being PVP-ed or hunted, but you also won’t be allowed to PVP others, for obvious reasons.
- If you choose to opt in, you still have to follow all the rules and be respectful and non-toxic about it. You also shouldn’t use PVP as an excuse to lose other people’s items.
 - Player heads you’ve earned for that specific kill are the only items you don’t have to return

- 13) In the case you accidentally cause damage to someone’s property, whether that be through accidental griefing, losing their items, or any other way, make sure to pay them back fairly in a way they’re satisfied with, given it’s not extreme of course.

There’s a lot of leeway for these kinds of situations, and maybe they can potentially be settled in the server through some kind of law or court-system if that ever gets implemented throughout the server’s lifetime.

My goal with these rules is to simply have a clear list of what's specifically allowed on this server and what isn't. A lot of rules might seem obvious, like the "No hacking" one, and some might be more specific, like the "Allowed exploits" one. I'm hoping with this server that it'll be a chill community without the need to heavily moderate it, or have to remind everyone of the rules constantly, the rules simply exist as a documentation and are mainly there for you to read your first time joining, just to get an idea of what's allowed.

Shopping Rules

Rules relating to the server's shopping district.

- 1) No building anywhere within the designated shopping district's bounds without acquiring a plot first
- 2) No taking items from shops without paying the correct price.
- 3) No modifying another person's shop. You cannot add blocks or items to another person's registered shop without their permission.
- 4) To acquire a shop, you have to pay a diamond block on the designated pile for each 16x16 square area.

Plot sub-rules:

- a) Vertical space is free. Given you own a plot you can go as high or as low as you want within it.
 - b) You can combine multiple plots to build one shop, so if your shop for example is built on a 32x16 area, then you can buy 2 plots for 2 diamond blocks to build it.
 - c) You can select any spot to build your shop, given it doesn't interfere with the roads or another person's plot
 - d) Make sure to mark your entire plot after purchasing it, to avoid someone building over it by accident.
(this can be done as simply as placing blocks on the corners with a sign somewhere in the plot with your name on it)
 - e) If your plot is owned for longer than a week and no progress is made on it / info is provided on it, other members are eligible to purchase the same plot and build over it
(this is to avoid hoarding plots, you may only buy a plot if you're planning on building an actual shop)
- .
- 5) When building your shop, you have to make it look presentable. No popup shops or half-baked shops for the sake of owning as many plots as you can buy. Owning a plot means committing to building a respectable shop and providing value out of it.
 - 6) After making a shop make sure to keep it stocked. There are no strict rules about how often you should stock your shops. Just make sure they're actually useful to customers and provide some kind of resource or service.
 - 7) Competition is allowed and encouraged, if someone is the only vendor of a specific resource, you are absolutely within your rights to make a competitor shop selling the same resources.

Event District Rules

Rules relating to the server's event district.

- 1) This area is reserved for event organizers, anyone can be an event organizer, as long as you're willing to give it your all.
- 2) Events can be anything this can include things like:
 - A comedy night
 - A stage performance
 - A minigame like a dropper map, spleef, or redstone games
 - A PVP Tournament with an arena.
 - Much, much more..
- 3) As an event organizer, it's your job to set a date and time for your event to take place, and to notify the members of the event through discord.
- 4) That's about it, avoid building here unless it's for the purpose of hosting a proper planned event.