



Northwestern Minecraft Server Map 3

IP: numc.me | LIVEMAP: <https://map.numc.me>

The Java Minecraft server is back for map 3! This time we will be exploring the new 1.17 Caves and Cliffs update on a fresh world. The server is open to any Northwestern student or faculty member who has verified themselves on the main Northwestern Discord.

Please take a look at our basic rules first:

- Please obtain permission before "pranking", taking items from, or messing with builds or chests of other players.
- Keep large redstone structures or laggy farms/machines to a minimum. We have no building code, but please avoid obscene or unsightly creations (cobblemonsters, dirt structures, etc).
- Cheating, bullying, racism, bigotry, etc. or otherwise being an unfun or rude community member will result in a ban.
- Generally use common sense. If you think something is not okay, it probably isn't, or ask an admin.
- Try to sort out issues with other players over DMs, but feel free to reach out to admins or on Discord. Admins have final say on all matters.

A kind reminder that we have plugins that track everything that happens. This server is very close to vanilla with very few restrictions, please let us keep it this way!

Okay, cool. Now how do you join? It's pretty simple.

- Join the [main Northwestern Discord server](#) and [verify yourself](#)
- Send a message to #minecraft or to TwelvePointFive#4822 with your username
- Done! You will be messaged when you are whitelisted.

You can now play on the server using the IP **numc.me** . If you'd like more information about the server, please scroll to the next page.

Here's some commands/tools you have access to:

- **/rules** will tell you our rules, and **/help** will give you a list of all commands you can use. Some of these commands are listed below.
- **/nick** will let you set a nickname for yourself (many people use their real names)
- We have a home system to save locations and teleport to them
 - **/sethome <name>** to create a new home with that name at your location (max 3 per user).
 - **/home <name>** will teleport you to your name with that name, or **/home** with no name will list your available homes
 - **/delhome <name>** will delete the home with that name
- **/spawn** will take you to the server spawn
- We also have a system to teleport to other players
 - **/tpa <player>** will send a request to teleport to the other player
 - **/tpahere <player>** will send a request to the other player to teleport them to you
 - **/tpaccept** will accept an incoming teleport request
 - **/tpdeny** will deny an incoming teleport request
- **/back** will take you to the last location you were at before you teleported (or died)
- There's also a way to send private messages to other players
 - **/w <player> <message>** will send a private message to that player (you can also use **/whisper**, **/msg**, or **/message**)
 - **/r <message>** will reply to the last person who messaged you (**/reply** also works)
- Last but not least, there is a system for sending "emails" to other people, including offline players. **/mail** will give you more information, but it's the same idea as private messages.

We are also using McMMO on this server. McMMO is a plugin that adds MMO-style skills to our server. With it comes a bunch of skills to level up and abilities that you unlock by doing so. More info can be found on the [wiki](#) or by using the command **/mcmmo help**.

We have a few datapacks installed that add custom biomes and structures (including dungeons!). These are still very vanilla-like in feel, and you are free to explore them as you wish.

Some changes from last map, if you played:

- **Bedrock Edition players are no longer supported (consoles, phones, etc)**
 - 1.17 introduced a lot of new changes; the system we were using was already experimental but Bedrock players now would likely have a worse experience
 - The whitelisting system made it difficult for us to add and moderate Bedrock players
- **We are using the optional 1.18 world generation datapack**
 - 1.17 was split into two updates, one with without worldgen changes (this one), and one with the changes (coming later)
 - Mojang offered an optional datapack that adds the changes coming later to 1.18; we've opted to use it
 - As a result, cave generation will be completely different than 1.16/1.17
- **Our policies for whitelisting non-NU students are changing**
 - We used to be pretty lenient on whitelisting people who are not from NU; this turned out to be a bad idea

- We will now handle non-student whitelisting on a case-by-case basis; please dm me if you would like a friend whitelisted
- Students must be verified on the NU Discord in order to be whitelisted
- If you are already whitelisted, or your friend is from NU, this will not affect you
- **Some back-end stuff**
 - We now have multiple anti-grief, rollback, and backup solutions working in tandem for increased redundancy and protection
 - Mob spawn rates should hopefully be normal, and we've also trimmed down excess server bloat
 - Potential progression changes
- If you'd like to download a copy of the two previous maps for yourself, you can get them [here](#).