Minecraft Server Rules and Objectives

Multiverse Information and Objectives

The PAX Multiverse is the overall name for the community run minecraft server shared between the PAX forums and the PAX IRC. When you enter the PAX Multiverse for the first time, you will spawn in the **Portal Hub world [H]**. From there you can access the other five worlds of the PAX Multiverse. **New Arcadia [A]** was the starting point for the PAX Multiverse and has a wide variety of creations. It was almost exclusively a survival mode world for much of its building history. **Paxlandia [P]** is a primarily creative-mode world. It started as an attempt to build a cohesive network of settlements using a rail system and is still being slowly built up today. [P] also contains PAX East and PAX Prime. **Survie Dangereuse [S]** and **Cascadia [C]** are survival-only maps, for those who like to live on the edge and want a less directed playing experience. [S] has been fairly well utilized and built upon and, while still active, is not a central building zone for new survival players. [C] is essentially an extension of [S] and the new survival building is being done there. **New Cleveland [N]** is a creative-only map that is quite small and is intended for test builds only, not as a permanent fixture.

[H] is not editable except by Admins. If something needs to be added, contact an Admin.
[A] and [P] share an access list and inventory.
[A] is now considered "archived" and is no longer editable except by Admins.
[S] and [C] share an access list and inventory and are essentially considered one entity.
[N] is a sandbox playground.

Our mission is to build a land of diverse and complex structures that are both varied and aesthetically pleasing while civilizing the wilds of each world.

Mobs are very active, and only by our combined efforts will they be kept at bay.

Come for the adventure, or stay and help fight the good fight.

If you are looking to carve out a section of the wilderness and be alone forever, be aware that the ever-advancing progress machine may someday find itself in your backyard with a road leading to your front door. If your goal on this server is to be left alone, you may wish to consider playing in single-player or live underground where no one can find you.

Rules

Conduct

1. Don't be a dick
2. Do not destroy other people's creations

3. Do not set fire to forests or buildings
4. Do not blow up people's creations or aggro creepers to blow things up
5. Do not ravage natural resources for raw materials
    a. example: do not clear an entire beach to gather sand to make glass
    b. if gathering a large amount of raw materials, do so away from where other people are building so you do not adversely affect the view
6. Do not strip all unique materials from generated structures throughout the map. Take only what you can need for your current project. Generated structures include strongholds, dungeons, villages, or abandoned mineshafts.
    a. Example: You want mossy stone for your building and you only need as much as can be found in two dungeons. You have found three dungeons. Take only from two, leave the third alone until you have a use for it.
    b. Example: You are trying to build a rail line but you don't want to spend the iron for all the normal rail. Take the rail from an abandoned mine shaft. But you can leave the wood support structure.
7. Do not exploit bugs. If you find one, report it.
8. Do not claim more land than you need. The map is a fixed size and will only be expanded under rare circumstances.
9. When in doubt, don't do it.

Overall Building Code
1. No single-block towers
2. No floating objects that are not meant to be floating
    a. objects that are meant to be floating include: airships, aircraft, spaceships, coin blocks, and things of that nature. If you have a question, ask one of the admins. If they're not around, assume not.
    b. Objects that are **not** meant to be floating include: **ANYTHING ELSE**
3. No building objects on water or ice that are not meant to float or be on ice
    a. objects that are meant to be on water include: boats and ships
    b. objects that are meant to be on ice include igloos and ice fishing shacks
    c. If a structure spans over water or ice, be sure to allow space for a player to pass underneath
4. Roads and transportation should be respected where at all possible.
    a. Bridges should be properly supported as if gravity did apply to them within reason.
    b. Unless space is at a premium, roads and rail should be 1-2 blocks away from new structures. This applies to existing roads that are intended to connect to other parts of the world.
    c. No habitable or non-utilitarian structures should be built over or under existing roads or rail. Utilitarian structures may include a room with circuits (underground only), a tunnel or overpass connecting two structures, or a spot for a train station.
    d. Roads and rail must not be destroyed after they have been built.
    e. Standard road width is 3 blocks with half-block slabs in place.
    f. Rail systems will be 3 blocks wide, with adequate light sources, and an outside

block setup on both sides to provide a barrier between mobs and the rail itself.
   g. Double rail systems will have the rails on rows 1 and 3 of the 3 block wide rail system. Single rail systems will have the rail in the center.
   h. There must be at least 3 to 3.5 blocks between the surface and any overhead structures.
5. Do not create structures that are obnoxiously larger than other buildings in a given area. If there are no other buildings in an area, the first buildings dictate the relative size other buildings should adhere to.
6. If you have a remote or hidden structure, be sure to have a sign on or inside that indicates that it's yours, lest somebody think it is abandoned.

PAXLandia National Transit System Rules - this is only for PAXLandia rail.
   1. HUB Rail Stations
      ○ The Central HUB rail station will be two of these (http://www.youtube.com/watch?v=kNhqEHGXdBs) put together in an X shape
      ○ Basement for the subway
      ○ Column-supported lookout tower for skyline
      ○ Glass-enclosed Piston elevator for tower ascent (eventually)
      ○ Waterfall and ladder for descent (eventually)
      ○ Waterfall will end in a 2-deep fountain on the ground floor
      ○ HUB Stations must support all 3 rail types
   2. Major Rail Stations
      ○ Each Major station will be stylistically similar, except have a different banded color based on the New Arcadia Maze Portals
      ○ Will be located near the portal house for the major area.
         ■ Each portal house will have a nether portal and a world portal.
      ○ Major Stations must support all 3 rail types
   3. Local Rail Stations
      ○ Local Rail Stations may only exist in an area if there is no Major rail station within 225 blocks (straight line distance) of the area.
         ■ If the Current Major Rail station is too small to accommodate Surface Rail, it may be expanded within the current building style to add space for Surface Rail.
      ○ Local Rail Stations service Surface Rail **only**.
   4. Scenic Skyline - Slow moving skytrain
      ○ Always at level 100
      ○ 1 powered rail every 50 blocks
      ○ Rail built on glowstone, iron in the middle
      ○ no enclosure, platform 5 blocks wide, 1 glass blocks high on sides for trough shape
      ○ Support towers made of iron, spaced every 150 blocks
   5. Surface Line - Medium-speed ground-level train

- - Rail within 3 blocks above or below the surface level
  - May cut through some hills, and bridge over caverns/water, but should stay at the same level relative to surface whenever possible
  - 1 powered rail every 36 blocks
  - Non enclosed
  - Must be well lit and have short wall protection from mobs
  - All inclined slopes are powered rail
  - Any mountain over 85 tall can be cut through
6. Lightning Line - Fast-speed subway
   - Always at level 20
   - 100% powered rail
   - Glass in caverns and lava
   - Glowstone down the center between rail directions
   - Redstone torches along the center
   - 3x3 inside dimensions
7. Spur Lines
   - 1 Spur line allowed per main line
   - The Spur line can split off from the main line as soon as it needs to, but no sooner than 10 blocks out
   - The Spur line is an additional track in the direction of travel to the side of the main track
   - The return track must hook up with and use the present return line
   - Once exiting the station, there will be a 4 second pause at the button to trigger the switch to the spur line
   - The button block has a sign on top of it saying where it goes

Admin List

Contre
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