? Being Social

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- Teams

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/msg | /message

Our players love to chat! Just remember, we're an American-based server, so we stick to English in main chat. but you can do any language in /msg!

To directly message a player, do /msg or /message.

If someone is bothering you, you can ignore them by typing /ignore playername, which will not allow you to receive direct messages (through /msg) from them. You can always unignore them with /ignore playername — this works like a toggle — the same command turns them on and off.

> If you are not sure who you have ignored, but want to unignore someone, the best way to do this is to /ignoreall and then /ignoreall. This will remove anyone who has been previously ignored.

Say hi to new players with /welcome -- this will also give you $100 and 10 claim blocks each time and makes the player feel nice!

Say hi again to players returning back with /wb -- this will give $50 and 5 claim blocks each time.

Scared of getting killed in the night? The server is set to hard mode, so mobs do take away a lot of hearts when you're first starting out. Try /sleep to skip over the night or go to a safe location, like /spawn.

Teams

/team

Teams are a fun way to join and play with other players on the server!

Some commands to set up and enjoy your team includes:

Command	What it does
/team	opens the team window -- see below
/team gui	opens the team window -- see below
/team help	displays a help message listing all the /team commands
/team create	create a team (write the name of your team in chat -- up to 15 characters)
/team invite playername	invite players on the server to your team (only doing /team invite will open the /team help window)
/team accept playername	accept someone's invite to your team (if a team owner asks you to join)
/team deny playername	deny someone's invite to your team (if a team owner asks you to join)
/teamchat message	send a message to everyone in your team
/team stats	open the stats menu to see how much your team has done (Level: total XP, money, playtime, kills, deaths, killed mobs, placed blocks, and broken blocks)
/team home	open the home menu
/team ally add playername	create an alliance with another team owner (must be for the team owner who created the other team)
/allychat message	send a message to everyone in your team and the alliance team
/team ally remove teamname	revoke an alliance (make sure you check to see what the team name is)
/team leaderboard	opens the gui to see the team stats (individual statistics of your team members)

Command	What it does
/team home	click the red bed in the gui to go to the home set by your team leader; use the nether star to set a new home

The team gui has many options:



Gui item	What it does	Details
Dark oak door	leave team	allows you to leave your team
Chest	invites	allows you to view the invites you receive for your team
Clock	team stats	view the stats of your team (Level: total XP, money, playtime, kills, deaths, killed mobs, placed blocks, and broken blocks)
Red bed	team home	allows you to teleport or set your team home (red bed--teleport; nether star--set home)
Green banner	members	allows you to see the list of all members
	remove member	shift + click on the player head to remove a team member
Iron sword	team allies	allows you to view allies
minecart with chest	team settings	open the settings menu for your team

Team settings opens a separate menu:



Gui item	What it does	Details
Spectral arrow	Go back	opens the previous gui menu
Name tag	Team name	hover shows the current team name; clicking on the name tag will allow you to change your team name
Green banner	Team tag	shares current team tag (provided by the system originally); clicking on the banner will let you change the team tag
Green wool block	Friendly fire	clicking on this will enable team players to hit and do damage to one another -- the wool block will turn red to indicate it's off and green to indicate it is on
Red wool block (first)	Disallow teammates to invite people to join the team	only the team owner can invite people to join the team
Red wool block (second)	Disallow teammates to teleport to base	even if a base is set, no teammembers can teleport to it.