# ?? Claiming Land


- ?? Claiming Land
- ? Claim Flags

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*/kit claim*

You can randomly travel to leave /spawn with /wild or /rtp Once you find where you'd like to live, make sure you /sethome and use /kit claim so you can claim your base space (this keeps people from stealing or griefing from you).

If you land in a place that you can't escape, do /trapped or return to /spawn

## How to Claim

We advise that you do not build within 150-200 blocks from the nearest base. To check what is around you, you can do /gnear to see the claims near where you are, and you can do /gtoggle to see red particles that show you where their claim may end. If you are not sure even after using these commands, please reach out to a staff member to help!

Once you find where you'd like to live, make sure you /sethome and use /kit claim so you can claim your base space (this keeps people from stealing from you). To claim, check out bit.ly/mcgpuser. Use the golden shovel, and click where you want one corner of your base, and then immediately go to the diagonal/opposite corner of your base, and click with the gold shovel again. Your base will be the rectangular space!

> /kit claim can be claimed multiple times, but it does have a cooldown.

To claim, use the golden shovel that comes with /kit claim, and click where you want one corner of your base, and then immediately go to the diagonal/opposite corner of your base, and click with the gold shovel again. Your base will be the rectangular space! Bases need to be at least 100 blocks (10x10 square).

Put a sign on a chest (without crouching) to automatically make your chest private so no one but you and other people you put on the chest can open it

If you do /claim while holding the gold shovel, it will also create a claim around you that is 11x11 blocks.

You can extend your claim by holding the gold shovel, clicking on a corner of your existing base, and clicking on a new block where you want the new corner to be. Your base will automatically resize to that new corner as long as you have the claim blocks for it.

Another way to extend your claim is to stand in your claim, hold the gold shovel, and face the direction you are extending. Then, do /extendclaim #, where the # represents how many blocks you want to extend your claim (for example: /extendclaim 10 will expand your entire claim 10 blocks in the direction you're facing).

Note that if you do not have enough claim blocks, it will not let you create or extend your claim.

## Private Chests

For any container (chests, barrels, shulker boxes, furnaces, dispensers, etc.), put a sign on the block. You should not crouch--it will automatically add the sign. It will automatically add [Private] and your line on the second line. You can add others' names to the container to give them access--just add their player names to the 3rd and 4th lines.




You can add a second sign to the container to add more players.

## Private Entrances/Exits

For doors or trapdoors, place a sign on the door, or the block above the door.

# Claim Commands

| Command | What it does |
|---|---|
| /kit claim | Puts a gold shovel, a stick, and a book about how to claim land into your inventory |
| /gtoggle | Reveals red particles on your screen to show you where a claim may end |
| /gnear | Reveals in the chat box what claims are near you |
| /trust username | Allows users to build on your claim (this means they can open your chests as well) |
| /accesstrust username | Allows users to open doors and buttons on your claim (they cannot build or open chests) |
| /containertrust username | Allows users to open chests on your claim (they cannot build); users can also break and replant some crops (sweet berries, wheat, beetroot, carrots, potatoes, and netherwart CAN be broken and replanted) |
| /permissiontrust username | Allows users to add or remove /trust from your claim |
| /trustlist | Reveals in chat box who you have trusted in your claim. This is color coded based on the trust level they have in your claim |
| /untrust username | Removes /trust from someone in your claim |
| /untrust all | Removes /trust from everyone in your claim |
| /banfromclaim username<br>/bfc username | Bans player from your claim |
| /abandonclaim | Removes the claim that you are standing in (and only that one) |
| /abandonallclaims | Removes all your claims (you will need to type it again in the chat box to confirm) |
| /subdivideclaim | Changes your claim settings so you can separate your claim into different sections with different /trust permissions |
| /restrictsubclaim | The subclaim's permissions will no longer inherit from the parent claim |
| /basicclaims | Changes your claim settings from subdivisions to normal claim settings |

| Command | What it does |
| --- | --- |
| /claimexplosions | Turns on TNT and explosion effects on only your claim |
| /claimslist | Shows all of your claims in the chat window. If you have a lot of claims, you may need to do /claimslist 2 to see the second page |
| /sethome homename | Puts an anchor down so that if you do /home homename, you can go back to that exact spot |
| /home homename | Teleports you back to your /sethome |
| /gptplist | Shows you a list of all your claims with ID numbers |
| /gptp claimID# | Lets you teleport to a specific claim |

> Earn claim blocks for free by actively playing, /vote (250 for each site), /wb (or /welcomeback gives 50 for each person) /welcome (100 for each person) or check out how to get more.

## Still confused about teleporting to your claim?

In chat, if you type /gptplist, you will see something like this:




You can see that RickyLafleur has 2 different claims. The ID numbers are the first number listed. Ricky can get to his claim by entering one of these two commands in chat:

/gptp 34421
/gptp 34422

Still having trouble? Ask a staff member for help!

# ? Claim Flags

*/claimflag ____*

With the Druid premium rank and higher, you can add special perks to any of your claims with /claimflags. To remove a claim flag, do /unsetclaimflag nameofflag.

> If you don't see the claim flag changes, leave the claim and go back. The best/easiest way to do this is to go to /spawn and then return to your claim, since /spawn is in a completely different world than your claim.

The claimflags that exist on this server include:

- AllowPvP: allow people to PVP in your claim
- BuyAccessTrust: allows players to buy access trust in the claim. Players can use /buyaccesstrust while standing in the claim to buy trust. To set this flag, use /claimflags buyaccesstrust $price$
- BuyBuildTrust: allows players to buy build trust in the claim. Players can use /buybuildtrust while standing in the claim to buy trust. To set this flag, use /claimflags buybuildtrust $price$
- BuyContainerTrust: allows players to buy access to containers in the claim. Players can use /buycontainertrust while standing in the claim to buy trust. To set this flag, use /claimflags buycontainertrust $price$
- BuySubclaim: allows players to buy a subclaim. Buying the subclaim will give the buyer all levels of trust and will disable the flag to prevent other players from buying the subclaim after that. To set this flag, use /claimflags buysubclaim $price$
- ChangeBiome: change the biome (and the mobs, flowers, etc. to react the way they do in that biome): /claimflag changebiome:NAME_OF_BIOME -- the biome name will provide a scrollable list to select from. If a claim is deleted or the flag is unset, the biome will revert back to its original state.
- CommandBlackList: do not allow players to use specific commands on your claim. Do /claimflag commandblacklist permission (where permission is the name of what

they cannot do, ex: top)

- EnterMessage: sends a message to the player when they enter your claim
- ExitMessage: sends a message to the player when they leave your claim
- HealthRegen: health is regenerated when the player is in your claim. To set a value higher than 1, do /claimflag healthregen #
- InfiniteArrows: arrows shot into this claim will be given back to the player after it makes contact
- KeepInventory: a player will keep their inventory even if they die in this claim
- NoChorusFruit: prevents players from teleporting when they eat chorus fruit in your claim
- NoEnderPearl: prevents players from teleporting when they throw ender pearls in your claim
- NoEnter: prevents players from entering your claim unless they have /trust access
- NoFlight: prevents players from using /fly or /tfly on your claim
- NoFluidFlow: prevents liquids from flowing as usual
- NoHunger: prevents players' food bars from decreasing
- NoLeafDecay: prevents leaves from despawning on your claim
- NoMonsterSpawns: prevents mobs from spawning on your claim. NOTE: Using NoMonsterSpawns will kill villagers if you try to heal zombie villagers and will not allow slime or magma farms to work properly (the slimes and magma cubes will not break to a size that frogs can eat)
- NoOpenDoors: prevents players from opening doors on your claim
- NoPetDamage: prevents /pets from taking damage on your claim
- NoVineGrowth: prevents vines from growing on your claim
- PlayerTime: changes the time of day on your claim: /claimflag playertime day/noon/night/midnight (pick one of the four)
- PlayerWeather: changes the weather on your claim: /claimflag playerweather sun/rain
- ReadLecterns: allows players to read but not manipulate any lectern with a book on the claim
- ViewContainers: allows players to see but not manipulate any container on a claim