

# Planet Redwood Minecraft Server Features

Updated: September 2020

Server Address: PlanetRedwood.org

## Server: PlanetRedwood.org

- Hosted locally in SF Bay Area → Accessible from anywhere
- A PaperSpigot compilation → Accepts custom-made plugins
- Running Minecraft **version 1.16.2** with **12 GB RAM**
- Has **25 plugins** written by students and/or Goldsmith

## Rules

- 1) No griefing or trolling or raiding
- 2) No hacking or abusing server exploits
- 3) Always behave in an ethical manner
- 4) Always be respectful and courteous
- 5) Try to avoid causing server lag

## Security

- **CoreProtect** plugin records all changes and allows rollbacks
- Grieferers are permanently banned
- Full server backups are taken frequently

**Comments/Questions/Issues?** Mail **WonderDave** in-game.

## Three Distinct Worlds: **Wonderland** & **Survival World** & **Creative World**

- Each world maintains separate user data (inventories, stats, etc.)
- When you join the server you return to your last world/location
- Each world has its own Overworld, Nether, and End
- Use the **/go** command to move between worlds

### Wonderland

- World size = 16000000 x 16000000
- A cross between the other two worlds → Level = **HARD**
- Storms are okay, but no fire spread or explosion block damage
- Set multiple custom homes and bed spawns and use pre-set warps
- Fight mobs and quickly gain XP in the **Mob Arena**
- Ride the high-speed **Monorail** train system with multiple stations
- Earn cash for completing the ever-changing **Dynamic Cube Maze**
- Purchase and sell materials and supplies via the **Supply Shop**
- Create **Bank Notes** and **XP Bottles** to give away or save for later use

- All users are restricted to **Survival** Mode
- PvP is allowed only in the **PvP Arena**; no stealing
- Create multiple "protected" land regions
- Lock chests/furnaces, etc. and time-auto-close doors
- Easily edit and copy signs and add colored text
- Quickly create elevators with multiple floors
- Attempt the **Treasure Hunt** to win terrific prizes
- Buy **Custom Enchants** available for numerous items
- Earn money by killing mean mobs

### Survival World

- World size = 240000 x 240000
- For those who want a greater challenge → Level = **HARD**
- There can be storms, fire spread, and explosion block damage

- All users are restricted to **Survival** Mode
- PvP and stealing are allowed everywhere in this world
- No homes or warps, but a bed spawn can be set

### Creative World

- World size = 11000 x 11000
- Focus is on building and creativity → Level = **EASY**
- No storms, fire spread, or explosion block damage
- Set multiple custom homes and use numerous pre-defined warps
- Numerous bridges, tunnels, and walking paths already in place
- Extensive extra-fast rail/minercart system with multiple stations
- Amusement Park and Sports Complex with Spleef Arena

- All users have access to **Creative** Mode and Flying
- PvP and stealing are not allowed anywhere
- Create multiple "protected" land regions
- Lock chests/furnaces, etc. and time-auto-close doors
- Easily edit and copy signs and add colored text
- Quickly create elevators with multiple floors
- **WorldEdit** is available to users upon request

## High Resolution Web Map (Dynmap plugin): <http://PlanetRedwood.org>

**Wonderland:** Shows world terrain in 2D (flat) and 3D (surface) views, protected claims/regions, and users (without locations)

**Survival World:** Only shows online users (no user locations or terrain)

**Creative World:**

- Shows world terrain in 2D (flat) and 3D (surface) views
- Shows various markers for special regions and builds
- Shows all protected claims/regions
- Shows online users and their locations

## Featured Custom Plugins (available in **Wonderland** and/or the **Creative World**)

**LandClaim:** Each player can create nine protected regions of four million blocks each per world (**/claim** command)

**TimeControl:** Players can vote for time (day/night) changes and weather (clear/rain) changes (**/vote** command)

**MobArena:** Players earn massive XP in an arena by fighting mobs in increasingly-difficult rounds (**/moba** command)

**PvPArena:** Players fight each other to the death in an arena filled with multiple-biome terrain (**/pvp** command)

**Monorail:** Three-cart trains travel at faster-than-flying speeds, making stops at nine stations throughout Wonderland

**TreasureHunt:** An entirely separate world in which players have to find and craft a series of items to win awesome prizes