

# BLOCKLANDIA

The following is a list of helpful commands for use on the Blocklandia server. It helps to be familiar with them so that you can use them as needed. This list of commands is duplicated in the Adventurer Handbook that you receive when you join the game. If you've lost your handbook, you can get a new copy from the library in the Shipyard world.

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## HOW TO CHAT

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The **T** key is the default key for opening the chat window. Press **t** and then type what you want to say and press enter and everyone online will see it.

### /msg username

If you want just one person to see what you are saying, use the `/msg` command to talk privately.

### /r

If someone sends you a `/msg` you can respond directly to them using `/r`. You don't need to include their username. `/r` will automatically respond to the last person who sent you a `/msg`.

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## GENERAL COMMANDS

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### /spawn

This command teleports you to the entry point of the world you are in (and where the ship for that world is docked). Use this command if you're lost, fall in a hole, or are locked in a building and can't get out, or if you want to travel to another world.

To get to another world from the spawn, turn around until you see the world ship. Board it and head to the passenger cabin. Each passenger area has a glowstone spot to mark where you need to stand to travel. Once you step on the glowstone, the ship will travel either to the *Shipyard* or to the world that ship has as a destination.

To tell the ships apart in the Shipyard, simply look at their sails. To get to *Mainland* (our normal difficulty survival world) take the ship with the white sails. To get to *Peaceful* (our peaceful difficulty survival world) take the ship with the blue sails. To go to *Creative* take the hot air balloon. If you're looking for the *Nether* you need to warp to Pirate Cove in the Shipyard using `/mw piratecove`. (We keep this boat separate so that new players don't accidentally walk into the Nether).

### /kit starter

This command provides players with a kit to get them started. It has a set of leather armor, basic tools, and some food. The command can be used every 10 minutes, but most players prefer to make their own tools and food after they've gotten settled in to the server.

## /who

This command will list every user currently online broken down by server rank.

## /where

```
Player: aguane(That's you)
World: Shipyard
Location: (68.0980, 64.0000, -3105.0472)
Depth: 64
Direction: North
```

This command tells you which world you are in, the coordinates for where you are standing, and what direction you are facing. The depth is your Y coordinate and is useful for mining.

## /call username

This command sends a request to another person asking if you can teleport to them. People aren't required to teleport you just because you send a request. Be polite and ask before sending a request, and then patiently wait for them to accept. Limit yourself to sending the request once every 60 seconds so that you don't spam the person you want to go see.

You can use partial usernames for both `/call` and `/bring`. That means `/call ag` will work the same exact way as `/call aguane`.

## /sethome

This command sets the location of your home in that world. You can have one `/home` in each world. To change the location of your home, you simply type it again. If you accidentally set a new home and lose the location of your old home, don't panic, simply put in a `/helpme` request asking for staff to help you find the location of your other home.

## /who2

This command will list every user currently online broken down by what world they are in.

## /time

This command tells you the time of the world you are currently standing in. This is helpful if you're in a world where the mobs come out at night.

## /bring username

When someone sends a request for a teleport, this is the command that will bring them to you. It's not possible to bring someone who hasn't first `/called` you. Sometimes the request expires before you have a chance to `/bring` them. If that happens, simply ask them to send the request again. It is not possible to be brought into worlds where you don't have permission to enter (such as Darkness).

## /home

This is the command you use once you have set a location as home. As long as you are in the correct world `/home` will return you to where you used the `/sethome` command. If you go to another world where you don't have a home and try to use `/home`, it will tell you that no home exists.

## GETTING HELP

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### `/helpme` your message

Use this command anytime you need a staff member's attention. When you type it a ticket is created that lets the staff know that you need help, where you need it, and why you need it. Make sure you open the ticket in the exact spot you need help if it's for a grief or location based question. A number will be assigned to your ticket, type `/status` to see what it is.

### `/tickets`

You can type this at any time and see the numbers (####) of the tickets you have open.

### `/check ####`

This will show you the ticket you submitted and any responses from staff. Replace the #### with the number assigned to the ticket.

### `/comment ####`

Use this command to add additional information to your ticket or to answer any questions staff may have put on the ticket. Remember to check the status of your ticket anytime you see a staff member comment on it, or until it is closed.

## Help! My home is gone!

This is one of our most frequent help requests. Homes are specific to the world where they were set. Before you panic make certain you're in the right world using the `/where` command. Most of the time people are in a different world than where the command was set. If you can't remember what world you set your home in, use the `/helpme` command and ask the staff to help you locate it. Be prepared to tell the staff how long ago you made your house and what type of material you used to build it. This helps us narrow down the log file.

## Help! I died and lost all my stuff!!!

We're really sorry you died. It absorbs when people die and lose their hard won items. If you die in Peaceful or Mainland and a staff member is online at the time, they can help you find the location where you died. Put in a request with the `/helpme` command and be prepared to tell the staff how you died. If you died in lava or fire, your stuff is gone. If you died to a horde of zombies, please warn the staff member before they go to get your stuff and die as well. Items are only on the ground for 5 minutes after you die, after that the game makes them disappear. We do not replace items that were lost in death, and retrieving items is done only if staff members are available. This means that sometimes we aren't able to find your stuff for you in time.

## Help! Someone griefed me!!!

If you were griefed don't panic, and don't fix what was broken. Put in a `/helpme` request at the exact location you saw the damage. This way the staff members can teleport directly to where you need help. Include in your helpme request details about what was griefed so that we know what to fix. You can add additional information to your request using the `/comment ####` command (rather than opening multiple helpme tickets for the same issue).

## LOCKING THINGS

There are several helpful commands to help lock your doors, furnaces, and chests. When you first place any of these items it will automatically lock. However you may want to add your friends to your door/chest/furnace, or sometimes unlock it (we recommend keeping all chests locked). If you have any questions about locking items, please ask a staff member.

### /lock

This command locks any unlocked item.

### /unlock

This command unlocks any locked item.

### /add username

This will add another user to your locked item. They will be able to use it just like you can.

### /passlock password

To use this command you must first /unlock your item. This command will lock your item and add a password that needs to be used to unlock it once per login. The **password** can be anything that you will easily remember. You can give it to anyone to get into your chest/furnace/door.

### /key password

This will unlock your password locked item (password must be the same as you used when you set the **/passlock**). If you forget your password you need to /unlock the item, and start over with a new **/passlock**. We cannot look up passwords for you.

### /cdonation

To use this command you must first /unlock your chest or furnace. This will set an unlocked chest/furnace to accept donations. This means that anyone can put items into it, but only the owner of the chest/furnace (or those added to it) can take items out.

### /cpublic

This will set a door/furnace/chest to be open to anyone, while preventing them from being able to lock it.

## PROTECTING HORSES

We have a plugin that lets you claim your horse so that no one can steal it or kill it, and so that you can find it using a compass if it wanders off. It also lets you craft nametags, saddles, and horse armour (all of these items are typically only found in dungeons/mineshafts). Please note claimed horses can still die from damage, so treat your horse with care.

### Claiming a horse

To claim a horse you simply need to name the horse using a nametag. If you don't have a nametag you can craft one using 2 leather and 1 string in any crafting table.

To use a nametag you put it in the first slot of an anvil and then type in the name you want for your horse. To rename something in an anvil you have to have XP (the Enchantment Cost is the number of XP you need).



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You can see how much XP you have by looking at the green number above your hotbar (in this example I have 19 XP). If you don't have enough XP to rename the nametag, you can earn more by fighting mobs, going mining, smelting ore in furnaces, and/or breeding animals. XP appears as floating green dots.



Once you have the nametag ready you right click the horse you want to claim with it. The name you chose will appear over the horse and the plugin will tell you that you've successfully claimed that horse. You can only claim 10 horses so make sure you choose wisely (don't worry you can sell them off to others, or unclaim them if needed).

Claiming the horse does not automatically tame the horse. You still need to tame it in order to ride it anywhere. To tame a horse you right click on it and ride it as many times as it takes before hearts appear. Once the hearts appear the horse no longer throws you off, and you can ride it anywhere you want if you have a saddle.

To craft a saddle (required to really control a horse) you need 5 leather and 3 iron ingots. To put the saddle on the horse hold it in your hand and right click on the horse. This will open an interface that lets you put saddles and armour on your horses.



You can also craft armour for your horse. This helps protect your horse from damage. Each type of armour takes 6 iron, gold, or diamonds and 1 wool in the following pattern:



## `/stables AddRider` username

This command will let you give permission to your friends to use your horse. Only do this with people you trust.

## `/stables DelRider` username

This command is used to make it so the username can no longer ride your horse.

## `/stables list`

This will list the names of all your claimed horses. Once you find out the name of your horse, you can use the find command if your horse has wandered off.

## `/stables find` horasename

This command will make it so that a compass will point in the direction of your horse. You can follow the compass to where your horse is happily wandering around.

## `/stables abandon`

This command removes your claim to the horse. If you sell your claimed horse you should abandon it so that the new owner can claim it.

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## WARPS

Warps allow you to set waypoints that you can access from within that world using the warp command. You can use `/warp` or `/mw` to access a warp. Each adventurer is given 8 warps total (shared across worlds).

### `/mw assets`

This lists all of your available warps broken down by the world they are in

### `/mw warpname`

This will teleport you to warpname. Warp names can have spaces and are cap sensitive. That means that two people can have a warp named “the zoo” and “The Zoo” and they can go to completely different spots.

### `/mw set warpname`

This will set a public warp in the location where you are standing. Anyone can use this warp once it's set. Warp names can have spaces and are cap sensitive.

### `/mw delete warpname`

This command will delete the warp named warpname. Do not use this command unless you are absolutely sure you want to remove the warp. It may not be retrievable once you've removed it. Additionally, you must be in the world where the warp was set in order to remove it.

### `/mw pset warpname`

This will set a private in the location where you are standing. Only you, and those you invite to it, can use this warp.

### `/mw invite user warpname`

This will invite username to your private warp. They can use the warp even if you're not on.

### `/mw uninvite user warpname`

This will uninvite a user to your private warp. They will no longer be able to use it.

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## MAIL

Our mail client has a “Graphical Mail Interface” that allows you to use your mouse to click things to issue commands. Anything within the mailer that is in square brackets [\[like this\]](#) is clickable.

### `/mail`

This will both check for new mail and display your mail inbox. You can click on items in the interface to read and reply to mail or you can use commands.

### Click on `[####]`

This will open the specific mail that is numbered `####` so that you can read it. You can also use `/mail read #` to open the mail message.

### `[Delete]`

Click `[Delete]` (at the bottom of the mail) after you read your message if you don't want to keep it in your mailbox.

## [Reply]

If you want to respond directly to a mail that you receive, click on the [\[Reply\]](#), this will open the interface so that you can click on [\[M1\]](#) to add a message. You **must** hit enter after you type your message before you click send or the message will be sent blank.

## /mail write player

This is the command to send a new mail. Player is the name of the person you want to mail. You can also leave off the player name and select people from the Player List by clicking [\[Add recipient from Player list\]](#). To remove a player name from the mail click the [\[x\]](#) by their name.

## Click on [M1]

This opens a line to start adding lines to your mail. Once you have finished the line you **must** hit enter otherwise it will not save when you send the mail. Add more lines to your message by clicking [\[M2\]](#) or [\[M3\]](#) and then typing in that line of your message. If you need to add more than 3 lines to your message you can select [\[add more message\]](#). You can remove the message line by clicking on [\[x\]](#).



## ====[Send]====[Cancel]====

When you are done writing your mail click on [\[Send\]](#) to send your message or if you've changed your mind and don't want to send the mail, click on [\[Cancel\]](#) to cancel it.

## /mail text player message

This will send a quick one line mail to the specified player. To send longer mail use the /mail write interface.

## /mail outbox

This will display messages you have sent. You can click on the number to reread them (or use [/mail read #](#)).

## /mail trash all

This moves all of your mail to the trash. Please note that you will be asked if you want to move all read mail to the trash and you will have to type [/mail trash all confirm](#) to move the messages to the trash.

## /mail trash

Lists your deleted messages. To remove one from trash click on the mail number and then click [\[Restore from trash\]](#)

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## MONEY/ECONOMY

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We have an economy system on Blocklandia that lets you earn money from selling things and doing various jobs. Money is used to pay for items from other players.

### `/money` or `/bal` or `/balance`

This will tell you how much money you have earned.

### `/baltop` or `/balancetop`

This command lists the top 10 earners on the server.

### `/pay` `username` `amount`

This is the command to pay shillings to other people. Replace amount with the actual amount you want/need to pay someone.

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## JOBS:

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You can earn money by doing the things you love to do on Minecraft: mining, digging, building, killing mobs, and many more. Each adventurer can have 3 jobs. We recommend starting out with miner, digger, and builder. You can always switch jobs later.

### `/jobs` `browse`

This command lists the available jobs. There are currently 18 available jobs, so there is a good chance you will find a job that pays you for doing what you like to do on Minecraft. As an adventurer, you can have 3 jobs at a time.

### `/jobs` `info` `jobname`

Use this command to find out more information about a specific job.

### `/jobs` `join` `jobname`

Use this command once you know what job you want.

### `/jobs` `leave` `jobname`

This command lets you leave a job. If you want to leave all of your jobs at once you can use `/jobs leaveall`

### `/jobs` `top` `jobname`

This command will show you the top 15 players in jobname.

### `/jobs` `gtop`

This command will show you the top 15 players across all jobs.

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## TRADING

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You can also trade with another player for items instead of money using our trade system.

### `/trade` `username`

This will let username know you want to trade with them. You can also sneak and right-click on them to start the trade.

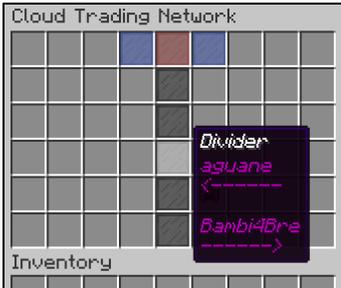
### `/trade` `accept`

When someone sends you a trade request you can type this command to accept it. You can also sneak and right-click on them to accept the trade.

## /trade deny

To turn down the initial trade request you can type this command.

## The Trade Window



Once a trade has started it opens the trading window. Put in the items you want to trade and click the blue glass button on your side of the trade window. If you aren't sure which side is your side, move your mouse over the window and a divider sign will pop up to tell you which side to place your items on. After you put in the items you wish to trade click the blue glass at the top of the window. When both people have clicked their blue glass, the window will close and items will be traded. To turn down a trade press the esc key.

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## Creative World Rules & Commands

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Everyone has access to our *Creative World*, however there are special rules for the world. Make certain to read all of the signs inside the balloon when you enter the world as they may be more up-to-date than what is included in this document. To go back and revisit these special rules while in *Creative* use `/mw creativerules`

Players can fly in *Creative* and have access to their creative inventory. The server rules still apply in this world. This means that you are not allowed to use TNT or spawn eggs, even though they appear in your creative inventory. If you try to use them, they won't work and all of the staff members will be notified of your attempt. You ARE allowed to use fire in this world so that you can light fireplaces in the buildings that you make. Do not abuse this ability.

### Rules specific to Creative include:

1. No redstone contraptions without an off-switch. Any redstone items left on will be removed from the game and you may lose access to Creative World.
2. No spawning snow golems or iron golems. Just avoid the temptation. No one needs an army of golems. I promise.
3. No setting up contraptions with the express purpose of using a banned item (e.g., no dispensers filled with spawn eggs). If you are found doing this, you will lose access to the Creative World.
4. No judging or being mean about something someone else built. We all have different things we're good at.
5. Only 1 beacon per person.
6. Protect your area in Creative with a diamond ore.
7. No running/pouring water on/off builds.
8. These rules may be added to or changed at any time.

## Protecting Your Area in Creative

Grab a Diamond Ore from your creative inventory and place it on the ground. TADA! You have now protected an area that is 41x41 blocks.

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## `/ps reclaim`

To unprotect the area simply break the diamond ore block or type `/ps reclaim`.

## `/ps toggle`

This turns off the protection plugin so you can place diamond ore without it protecting an area. Helpful if you want to use the ore in one of your building designs.

## `/ps hide`

This hides the diamond ore you placed to protect your area. You can build on top of where it was and no one will see it.

## `/ps unhide`

This unhides the diamond ore you placed to protect your area. If you placed something on top of it, the placed block will disappear when you unhide the ore.

## `/ps add name`

This lets you add players to your region so you can build together.

## `/ps remove name`

This removes the ability of the person to build in your protected area. It doesn't make them physically leave.

## `/ps view`

This will place glowstone at the 4 corners of your area. based on where you are standing (or flying) when you type the command. It will place them INSIDE other blocks if they get in the way. The glowstone disappears after 60 seconds.

## `/ps info`

This provides you with basic info about your region including the region name, priority, flags that are set, who owns the region, members who are added to the region, and the coordinates for the corners of the region.

## Adding Special Modifications to Your Protected Area

The plugin we use to protect areas in Creative also allows you to make special changes to it using "flags." You do not have to use these flags, just placing a diamond ore will keep your area safe from others. All flags use the same basic format: `/ps flag flagname argument`. If you set a flag and want to remove it just type the flag command again with no argument `/ps flag flagname`. This will delete the flag.

## `/ps flag greeting message`

This creates a message that is shown each time a player enters your area. There is a default greeting for all areas in Creative. It displays a message that states "*entering yourname's parcel of land*" (e.g., *entering aguane's parcel of land*). You can leave it, or change it using the above command.

## `/ps flag farewell message`

This creates a message that is shown each time a player leaves your area. The default farewell states "*leaving yourname's parcel of land*" (e.g., *leaving aguane's parcel of land*). You can leave it or change it using the above command.

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The following color codes can be used in the greeting and farewell flags:

&c red

&4 dark red

&e yellow

&6 dark yellow/gold

&a green

&2 dark green

&b cyan/aqua

&3 dark cyan/aqua

&9 blue

&1 dark blue

&d purple/pink

&5 dark purple

&0 black

&8 dark grey

&7 light grey

&f white

You can use `%player%` in the message and the game will replace it with the owner of that region's name.

## `/ps flag chest-access allow / deny`

When set to allow anyone can access chests in your area without being members on the region. By default no one can access your chests unless they are a member on the region.

## `/ps flag use allow / deny`

When set this allow anyone regardless of membership can use pressure plates, buttons, and levers in your region. The default for use is deny.

## `/ps flag grass-growth allow / deny`

When set to deny it prevents dirt from growing into grass.

## `/ps flag ice-form allow / deny`

When set to deny it prevents ice from forming in cold biomes

## `/ps flag ice-melt allow / deny`

When set to deny it prevents ice from melting in warm biomes

## `/ps flag leaf-decay allow / deny`

When set to deny it prevents leaves from decaying when you chop down a tree.

## `/ps flag lighter allow / deny`

When set to deny it prevents flint and steel from working to light fires.

## `/ps flag pistons allow / deny`

When set to deny it prevents pistons from working

## `/ps flag sleep allow / deny`

When set to deny it blocks players from entering beds

## `/ps flag snow-melt allow / deny`

When set to deny it prevents snow from melting in cold biomes.

## `/ps flag vehicle-destroy allow / deny`

When set to allow it lets anyone regardless of membership break carts and boats

## `/ps flag vehicle-place allow / deny`

When set to allow it lets anyone regardless of membership place carts and boats

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## Roleplay World Rules

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Everyone has access to our *Roleplay World*, however, just like with our *Creative World* there are special rules for Roleplay. You access the world through entering the circus tent at the shipyard spawn. This world is set to adventure mode and has several pre-built areas in it so that you can simply focus on roleplaying.

The Roleplay rules are located at the entrance to Fun Town. Read every sign carefully so that you can get the password that lets you skip going through this rules area again the next time you join the world, and remember don't give the password out to anyone. To revisit the rules simply type /spawn and re-enter the Fun Town rules building.

### Rules specific to Roleplay include:

1. No violent roleplays
2. No begging other people to come and roleplay with you
3. No bursting into someone else's roleplay, ask politely if you can join and if they say no, find an alternative.
4. Try to include all players who ask nicely to join. The more people in a roleplay, the more fun it is for everyone.
5. No "mommy" or "daddy" roleplays.
6. No giving out the roleplay gate password.

Roleplay currently contains the following areas:

- Fun town (an amusement park)
- Pirate Island (a huge pirate themed area)
- Stormridge (a medieval area)
- Tech City (a futuristic, robot/sci-fi area)
- Many more areas are currently in development and will be announced as they are completed.

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## The Nether

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The nether is a tough place to survive. There are ghosts shooting fireballs, magma springs bouncing around, pigmen waiting to back up their friends, and skeletons wandering fortresses. The nether is meant to be hard, and staff won't help you find your stuff if you die. You also cannot set warps in this world, and staff members aren't allowed to fly. This helps balance the world out and being able to survive in the nether is considered preparation for joining the Darkness world.

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## Skyblock World Commands

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If you are the type of Minecraft player who loves challenges, Skyblock is for you! On Skyblock, you start marooned on a small island in the sky, with only a few items and a cow or a chicken. Increase your island's level by building. Advance and get more items by completing challenges. Once you have enough materials, build a portal to Skyblock Nether, where you can complete more challenges!

To get to Skyblock, do `/island` from any of the Blocklandia worlds. Below is a list of other useful Skyblock commands.

Command	Description
<code>/challenges</code>	View and complete challenges.
<code>/island help</code>	View the complete list of Skyblock commands.
<code>/island controlpanel</code>	Opens the GUI control panel for Skyblock.
<code>/island sethome</code>	Set the position where you teleport when you arrive in Skyblock.
<code>/island spawn</code>	Go to Skyblock spawn. (This is where you leave Skyblock to return to Shipyard.)
<code>/island reset</code>	Restart your island. <i>Warning: This command will delete your island and reset your island level and challenges!</i>
<code>/island warps</code>	Show warps to other islands.

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## Special WORLDS: Darkness

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*Darkness* is a world set on hard mode. This world allows the use of both fire and TNT. The mobs there will break down your doors, steal your blocks, and blow up your walls. Due to the nature of this world, only people who have played on the server regularly for a month or longer are considered for access. In addition to having played regularly, the player must be in good standing with the server. This means they cannot have broken any rules within the month.

Please see `/mw darkaccess` in the *Shipyard* for more information about gaining access to Darkness.

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## SPECIAL WORLDS: Nightmare

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*Nightmare* is a world set on extra hard mode, it makes Darkness look like a peaceful place to play. Only players who have access to Darkness, and who have proved to be mature and able to handle the harder nature of this world are allowed to join it. This world is invite only.