Getting Started

Here you can find all the essentials to getting started on the Server.

- Steps of Getting Started on the Server
- FAQ
- Downloading/Updating the Modpack
- Troubleshooting

Steps of Getting Started on the Server

Before starting to play on the server, make sure you have read and understood all the rules.

Read them here!

Welcome to Elysian.

Step 0: Joining Elysian and setting up the Modpack.

Players interested in joining Elysian should start in our Discord. For those that do not have access to Discord, may also inquire about joining the Server via Reddit by DM-ing u/helios_server, or by sending an email to elysian.minecraft.server@gmail.com. Keep in mind, we prioritize Discord, so applications via other means may take longer to process, and you will also miss out on some Discord-only features of Elysian.

In order to join the Server you must:

- Have an official Minecraft Java account (non-pirated).
- Be above the age of 13.
- Be fluent or conversational in English.

Via the means mentioned above (Discord, Reddit, Email), you are able to apply for Server Whitelist. To have a successful application, you must:

- Read, understand, and accept the Server Rules.
- Provide your Minecraft Java In-Game Username.
- Answer some basic questions.

While waiting for your application to be approved, you are able to download the Server Modpack by following this guide: Downloading/Updating the Modpack.

We are really happy to have you on our Server!

Step 1: Arriving in the Wilderness.

New Players are able to join the server via the **Weekly (or semi-weekly) Ferries to Elysian**. You can learn more about the status of these Ferries in our Discord. Furthermore, you will also be informed of the soonest next available Ferry when you apply for Whitelist. Until your Ferry leaves, **you won't be able to Join the Server**.

Once your Ferry arrives to Elysian (typically announced in the Discord), you will be able to join the Server. Following this, in the future, you will be able to join the Server anytime you want.

Upon joining the Server you will find yourself at a **random location on the island of Elysian** . Once you arrive, you should open your **Suitcase** that you brought with you to Elysian. Your Suitcase contains some basic items and resources, that you will greatly need. One of the items that you will find is a Bed, which you should **immediately place** to set your respawn point. Without a respawn point dying results in randomly spawning across the Island each time you die. Keep in mind that teleportation commands are **disabled,** so you will need to choose wisely where you want to settle. You will regularly need to commute to **other players and trade with overseas Merchants** to make money later on. Consider this when deciding where to settle!

> **Recommended Keybind/Setting changes for new players:**
>
> **1. Unbind the "Trigger Draft" key in Controls. (Prevents Sprint Jumping)**
> **2. Unbind the "Reload Shaders" key in Controls. (Prevents Combat Rolling)**
> **3. In Figura Customization Settings (Blue Triangle button in the Game Menu) set "Render Inventory with Scissors" to OFF. (Causes a Black Cube in Inventory)**

Step 2: Earning Money

Elysian's currency is the **Gold Unit (Gu)**. It's backed by **gold**, so every coin in circulation started out as gold someone **mined from the world**.

As a new player, the easiest ways to earn your first Gu are:

- Minting coins. Melt gold down in a Melter and cast it into Gu coins. Some gold is lost in the process, so treat this as a way to get started, not a long-term income.
- Selling to other players. Sell items directly or through chest shops. When trading face to face, use `/trade` for a secure trade window that both sides must confirm.
- Working with a Town. Joining an existing Town is often the fastest way to earn. Towns trade with the NPC countries and other Nations through their *Trading Stations* and always need people to supply goods.

Your Gu comes as **physical coins**. To put them into your balance, craft a *Safe* (vault) block and sneak + right-click with an empty hand or with coins in hand. Keep in mind that coins in your inventory can be lost or stolen like any other item. Type `/gu` for more help.

Money is extremely important, and you can use it to:

- Trade with other Players
- Start a Town or Nation
- Pay Town/Nation Taxes
- Rank Up (elaborated on later)
- Other/Misc

Later on, you'll be able to export goods yourself through a Trading Station, with real trader ships, dynamic prices, taxes, and the risks that come with them. **All of this is covered in the "How to Economy" guide in the Guides section.**

> **If making money or doing all the hassle that comes with it isn't really your thing**, we highly recommend joining existing communities where established players can help you figure it out, or just fully remove that duty from you. Economy only gets more difficult from here.

Step 3: Protect Your Items

While saving up on making your own town to properly secure your area, you can temporarily protect your items with a chest by placing a sign on them. To do this, you need to obtain any **vanilla sign**, and shift + right click on a **vanilla chest** to automatically lock that chest. **If this does not work, or you want to give more people access to your chests**, type the following on any vanilla sign on your chest:

> “
>
> [Private]
> username1
> username2
> username3

> This method to secure your belongings is not permanent. After some inactivity these chests get unlocked.

To further protect your belongings and close area, you can start a temporarily "Camp". A Camp is a small starter town that is **free** to make. In order to make one, you should place a **Campfire** (which you were given by default) and then the Camp will cover an area of 1 chunk.

> **Keep in mind**, that Camps only last for **48 real-life hours** and then **automatically disband.**
> **Keep in mind**, that Camps only protect **vanilla blocks**. Modded chests and others will require further protection later on.

>

> **When a Camp disbands**, your chests and items **don't** get deleted, they just lose the protection that prevents **outsiders** from using/accessing them. **Unprotected chests** and items are **not protected by the Server and wont count as stealing**.

Step 4: Ranking Up

Ranking up on Elysian is the equivalent of proving you have enough experience. There are 4 Ranks on the server:

Wanderer	Traveler	Hero	Legend
This is you when you first arrive on Elysian. You can form a Camp, or join any Town.	Requires 1 hour of playtime and costs 1,000 Gu. Allows your to form your first Town and make 3 chestshops.	Requires 15 hours of playtime and costs 3,000 Gu. Allows you to form a Nation and increases your maximum Chestshops amount to 10.	Requires 50 hours of playtime and costs 10,000 Gu. Proves you are an Elysian Veteran and increases your maximum Chestshops amount to 50.

Ranking up is done via an in-game command. The `/ranks` command opens up a menu where you can select your next rank. Upon confirming, and you meet the requirements, you will be ranked up and the costs are taken from your balance.

Step 5: Making your Town

To fully secure your belongings, you will need to **create your own Town (or join an existing Town).**

Creating a Town:

Before founding a town, **you'll need to rank up to Traveler.** Once you're ranked up, forming the town itself costs **5,000 Gu**. While you're saving up, you might want to join an existing town for protection and to help you earn money faster.

> Be aware that towns come with **ongoing costs**. Each town has a dynamic upkeep system through taxes, and expanding your town by claiming more blocks will add additional costs. You can check the current rates with `/towny prices` and deposit more money into your Town Bank via `/t deposit`. You can find more information about Town Management in-game by doing `/t ?`.

> To find out more about Towny Town management. See "Town Management" in the Guides section.

Starting a MineColony:

To learn how to start and manage a colony, check out this tutorial:

https://minecolonies.com/wiki/tutorials/getting-started

> Keep in mind, Starting a Minecolony always requires a towny Town. Always start your Towny Town before making a MineColony. Colonies without a Town will get **disbanded by Staff**.

> **Make sure that if you want to settle somewhere**, you do not **disrupt** the claims of **existing** Nations or Towns. If you do it might get you in trouble with the locals (**even war**). You can check claims by enabling the **ElysianMaps layers** on the left of the screen in the in-game map (open by pressing "m").

> **Starting and managing a town can be difficult for some players**, if you prefer **relaxed non-political gameplay** we recommend joining an existing town where non of these responsibilities fall directly on you. To find Towns to join, you can look on our Discord in the `recruitment` channel.

Step 6: Roleplay

As a roleplay server, depending on what personality you want to take up on the server, it's important to consider **other people and realism. Above all, Elysian is a realism focused roleplay Geopolitics Server.**

Make sure you know the **Character Rules** when roleplaying and designing your character. Furthermore, please understand that this is **not a factions server**. War is possible, however, it must be well justified. People who are only interested in War and do not or barely focus on other roleplay aspects are not welcome on the server and should look elsewhere.

Contribute to roleplay Worldbuilding via proper: **architecture, infrastructure, culture, diplomacy, trade, storytelling, festivals/events, exploration, art, laws/government, resource management, religion, and economy.**

The Server Rewards and interacts with player initiated Roleplay in many ways.
Players who choose to partake in player-initiated roleplay events will get rewards for it accordingly. This could be:

- Having a meeting/discussion with another Nations leader on the server rather than on discord.
- Having Governmental (Council, Senate, etc.) discussions on the server, rather than on discord.
- Tracking and keeping of relevant documents of any kind on the server.

And of course more.

This works by **opening a ticket on our Discord and claiming to have partaken in an event like this (with some proof)**, and then an admin will forward you the appropriate rewards.

Furthermore, the **Server also rewards roleplay achievements**, these are fix achievements similar to Minecraft's base advancements. **To find out more about them check out: Age achievements in the Guides Section.**

Final Tips

After these initial steps, **the direction you take is entirely up to you**. For the best experience, consider settling with other players to build alliances and grow your community. There is lots to discover and experience on the Server. We are happy to have you here!

To Setup in-game Voicechat press "v" to popup the appropriate menu.

Helpful Commands:
`/help` (Contains some useful custom info)
`/scoreboard on/off` (toggles the right-side information panel)
`/map` (Sends you a link to the global map, if it already exists)
`/towny` (Contains info about Town management)
`/vote` (Vote for the server so more people can find it)
`/voicechat enable/disable/status` (Toggles voicechat, by default off)
`/afk` (Let other players know you are currently away, sometimes toggles automatically)

> **Got a friend to invite?**
> Check out our Referral Program on our Discord Server to know how to obtain rewards for inviting friends!

> If something is unclear, or you require further assistance, feel free to contact Staff for help on our Discord server.

FAQ

> **What's Elysian about?**
> Elysian is a Roleplay / Geopolitics Server that uses both mods and plugins to get the best of both worlds. Establish or join towns and nations, forge alliances, engage in wars or worldbuilding. Whether as leaders, builders, merchants, or adventurers, players shape their own journey and witness the world evolve.
>
> **Do I need to install mods?**
> Yes, but the installation process is very short and simple. We provide help for those that need it. If you also need help at any point, feel free to open a ticket.
> See our Download guide here.
>
> **What specs do I need to run the pack?**
>
> *Recommended Setup:*
> - 5–6 GB RAM (allocated via the launcher)
> - Modern 6-core processor (e.g. Ryzen 5 3600 / i5-10400 or better)
> - Mid-range or higher GPU (e.g. GTX 1660 / RTX 2060 / RX 6600 or better)
> - SSD Storage highly recommended (loading times and chunk generation are much faster)
> - Java Version 17
> - Windows 10/11 or Linux
>
> *Minimum Setup:*
> - 3–4 GB RAM
> - Quad-core processor (e.g. Ryzen 3 3100 / i5-7500)
> - GTX 1050 / RX 560 GPU or equivalent
> - SSD Storage or fast HDD
> - Java Version 17
>
> **Is this Server Active?**
> It's a fresh server, with a small but rising community. Invite your friends and spread the word to help gather more people online!
>
> **Is the server P2W?**
> No, we have strict standards and do not support any form of P2W. All Donations are 100% Non-P2W. See our Donation store here.

What Mods/plugins are installed?

See Mods and plugins list here.

What is the Server IP? / When does the Server open?
It's currently open, no need for an IP! Just load up the Modpack and click the "Join Server" main menu option, it will automatically redirect you to the Server.

Where can I report bugs or players?
You can report bugs, exploits, players and ask for special support on our Discord Server in the `ticket-request` channel.

What if I have a technical issue with the modpack or the server?

Navigate Troubleshooting and if your issue is not there feel free to open a ticket.

What else should I know before joining?

See Rules, Roleplay Character's, Suggestions, and Optional More Roles on our discord.

Is Bedrock Supported?
Sadly no, and it will likely never be. Sorry!

Why are you only available on CurseForge (and not Modrinth)?
We originally started out on CurseForge years ago, and built up quite a large modpack since (~350 mods). Around 80 mods in our modpack are only available on CurseForge, which directly makes it impossible for us to host our modpack on Modrinth. For those that do not use CurseForge, at your own risk, you can convert the CurseForge modpack for use on other platforms. Please keep in mind we rarely offer support for issues that we cannot replicate using the CurseForge launcher.

What can you expect from us, and what do we expect from players?
Elysian is and will always:
- Be a fair, non-profit, free to play community.
- Have an experienced, transparent, and player-oriented Administration.
- Focus on a realistic Roleplay enviornment.

Players of Elysian should:
- Be respectful to the Server environment and its rules.
- Have a roleplay oriented attitude.
- Focus on meaningfully contributing to the World of Elysian.

I'm a Parent, what should I know?
Elysian is an unaffiliated online community Server for Minecraft. Purchases for the Server do not involve Gambling, Microtransactions, or other harmful content. **This Server is only for children above the age of 13**. Community Rules and

> Staff ensures online Safety **within** the abilities of Elysian. Children on the Server may be exposed to in-game violence and profanity within reason.

Got a friend to invite?
Check out our Referral Program on our Discord Server to know how to obtain rewards for inviting friends!

Downloading/Updating the Modpack

> **Linux and macOS might require changes to the modpack.** If you use one of these **operating systems** feel free to reach out if you experience issues, especially if your modpack crashes on start/loading or if you cannot join the server. (Windows doesn't require changes)
>
> **Currently known required modifications:**
>
> **Linux:**
> - If you crash on modpack startup: Disable SimpleCustomEarlyLoading and Disable ProgressPeek
>
> **macOS:**
> - Disable ProgressPeek

Downloading the Modpack:

1. Install **Curseforge** from:

https://www.curseforge.com/download/app
(If you don't have Overwolf, use the standalone download. Overwolf is not required.)
Follow the steps in the Curseforge installer.

2. Install the **Modpack** from:

https://www.curseforge.com/minecraft/modpacks/elysian-server-pack

Here you have two options:
1. Automatic Installation: If using Curseforge auto-installation, click the orange install button, and the modpack will automatically begin downloading within the app.
2. Manual Installation:
- Download the modpack file.
- Open the Curseforge app and navigate to "My Modpacks."
- Click the "Import" button.
- Select the downloaded modpack file from your downloads folder.
- When using this method. Never update any of the mods. It's very likely it will cause you issues. Never modify the modpack in any way.

> If you manually install the Modpack, you won't be able to do one-click updates via Curseforge. We recommend using the Automatic installation method.

3. Launch the Modpack:
Go to "My Modpacks" within the Curseforge app.
Find the Elysian Server Modpack, then hover over it and click "Play" to launch the game.

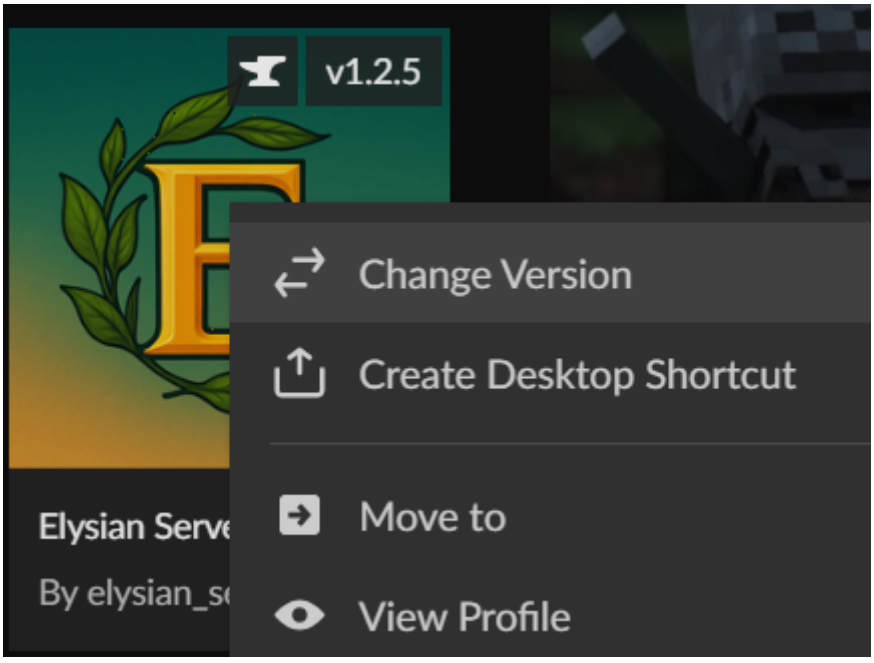
> Elysian, by default, only offers full support for those using Curseforge. Other platforms like Modrinth, Prism, etc. get limited or no support from us. We highly recommend using Curseforge.

> If need additional support for Downloading the Modpack, or you encounter issues or Bugs always ask Staff for help.

Updating the Modpack:

1. Check `updates` for **any possible updates**.
2. Apply the Update via **Curseforge**.
   - Locate the Elysian Server Pack in "My Modpacks"
   - Your current Modpack version is displayed on the top right corner of the Modpacks Logo and check if it didnt auto-download the latest version.
   - If not, right click on the Modpack and select "Change Version" .
   - Using the dropdown select the Latest version and click Continue.

   Now the Modpack will install the update and you can play again.



> **Never Modify the Modpack. Do not add, remove, or update Mods or other assetsin the Modpack without Staff approval. Uniliteral changes to the Modpack will almost always result in your Modpack becoming incompatible with the Server or violate the Server Rules.**

Troubleshooting

List of Known Errors and Potential Fixes:

"TIMED OUT" While Connecting to Server (Very Common Issue)
This issue can often be resolved by simply reconnecting. If that doesn't work, follow these steps:
1. Check Your Network Connection:
Ensure you are connected to Wi-Fi or Ethernet with a reasonable speed.
To check your speed, use: speedtest.net or fast.com.
A stable connection of at least 6 Mbit/s is recommended, though it may vary based on your location.

2. If your Wi-Fi connection is stable, restart your game and check the server status.
Server status can be found at the top of `global` channel on our Discord Server.
If the server is online and you still can't connect, seek support from the staff.

Sprint Jumping (Ctrl + W + Space) doesn't work / is weird (Very Common Issue)
This is caused by incorrect default keybinds with some keyboards. The solution is to unbind the "Trigger Draft" key in Controls.
It is generally recommended that new players review their keybinds and change them to their liking.

Mismatch in Mod Versions or Missing Mods When Connecting (Common Issue)

This typically occurs when:

- You're using an outdated version of the modpack. Check `updates` for the latest modpack version.
- The server is undergoing maintenance.
- It could also be due to manual modifications of the modpack. Never modify the modpack manually. If you have, reinstall the modpack.

If it's none of the above, and/or the issue persists even **after a restart**, please contact Staff via a Support ticket.

Create related blocks do not render properly. (Common Issue)

This issue can be caused by many things. Most commonly it's caused by a flywheel issue with certain graphics cards. You can try turning off flywheel to see if that solves the issue by running this command: `/flywheel backend flywheel:off`. If this doesn't fix the issue please open a support ticket so we can help you resolve it.

Blocks or Chunks in the (far) distance don't render exactly like the actual block. (Common Issue)

This is most likely from our custom implementation of Voxy for Elysian called ElysianVoxy. If the problematic block is a modded block, its possible that we simply don't support rendering it. By default Voxy doesn't render blocks that require model baking, and ElysianVoxy only adds support for these mods: Domum Ornamentum, Framed Blocks, and Dynamic Trees. If the block in question is a modded block, and doesn't render right there is a good chance it's just not supported. If it's a vanilla block or a block from a mod mentioned above, it could be a serious issue which should be reported.

Chunks usually render properly. For a few seconds they may appear low quality or "bulky" in order to minimize the pressure on your device. This is a performance feature, and should not last long depending on your device strength.

If the chunks appear old, wrong, or odd in any way, you can try to reset your LOD storage at: "Settings/Options > Sodium Video Settings > Voxy > Elysian > LOD Storage: Clear LOD Storage..."

Screen seems to "flicker" when AFK (Rare Issue)

This is a relatively complex issue that heavily depends on your system. We know that the root causes are (possibly) different kinds of *Overlays* conflicting with Minecraft. Highest suspects are: Discord Overlay, NVIDIA Share, Overwolf/Curseforge Overlay, and any kind of other overlay you might have. Using the Modpack in Fullscreen (default for Elysian) seems to mitigate this issue greatly.

A generally good practice to avoid issues similar to this is to only Alt+Tab out of the game after you have entered the Game Menu (ESC).

"Failed to Connect to Server" (Fixed Issue, with very low chance of recurrence)

Internal Exception: java.lang.nullpointerexception: cannot invoke "net.minecraft.nbt.compoundtag.m_128471_(string)" because "nbt" is null.

This error should already be resolved. If you still encounter it, contact staff for assistance by opening a ticket. (Ensure you haven't modified the modpack in any way)

> If your issue is not listed here, contact staff or ask for help in a support channel.