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.

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> **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.

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