Towns

This season we want to focus on working together to achieve great things and towns are no exception. In previous seasons, town progression was locked behind the number of players in the town, this will be changing and will be based on Projects! Projects allow a town to unlock the ability to purchase mob eggs with XP, from their town hall, along with other rewards!

Progression

You may be wondering, why we chose the brunt of towns unlocks to be mob eggs this season. The staff team had one thing in mind, Players working together to complete goals together. This means that for every project your town will be rewarded. The rewards are organized in tiers.

Tier One	Tier Two	Tier Three	Tier Four
Bee	Turtle	Blaze	Shulker
Cat/Ocelot	Zombie	Pillager	Villager
Cave Spider	Donkey	Piglin Brute	Creeper
Chicken	Spider	Skeleton	Wither Skeleton
Cod	Husk	Guardian	-
Salmon	Horse	Slime	-
Pig	Magma Cube	Witch	-
Wolf	Mooshroom	Ravager	-
Strider	Cow	Vindicator	-
Llama	Endermite	Ghast	-
Pufferfish	Dolphin	Zoglin	-

Pig	Squid	Hoglin	-
Panda	Sheep	Piglin	-
Silverfish	Stray	Zombified Piglin	-
Bat	Polar Bear	-	-
Rabbit	Vex	-	-
-	Phantom	-	-
-	Mule	-	-
Additional Rewards	**Additional Rewards**	**Additional Rewards**	**Additional Rewards**
Town Warp	Discord Channel in our server	VentureKrate at the Town Hall	

In order to get access to each item in a tier you need to complete a project as a town.

Tier 1:

- Complete 2 Building Projects (10*10*10 cubic area, minimum) → **One Egg**
- Complete 2 Gathering Projects → **One Egg**

Tier 2:

- Complete 4 Building Projects (50*50*50 cubic area, minimum) → **One Egg**
- Complete 4 Gathering Projects → One Egg

Tier 3:

- Complete 6 Building Projects (100*100*100 cubic area, minimum) → **One Egg**
- Complete 6 Gathering Projects → **One Egg**

Tier 4:

- Complete 4 Projects of any kind (200*200*200 cubic area, minimum) → **One Egg**

In order for your towns Eggs to be safe from other towns your eggs must be in your Town Hall which will be protected from other people except from your Towns members. After you create your town and your Town Hall, let a Manager or an Owner to come and protect it for you (You can also open a **Support** ticket for this). When you finish a project you should also let a Manager or an

Owner know so they can bring you the Egg (You can also open a **Support** ticket for this).

It's also critical to have spaces so your town members can purchase the eggs. A 1x1 space will be enough.

Projects

There are two types of projects:

Building:

Build something cool! That could be some beautiful creation like a lighthouse or an automatic farm. Staff discretion will always apply when determining when a Project.

Gathering

Gathering Projects should reflect considerable effort and time spent on them. Again, as you go up the system, more will be expected from your gathering projects, but here are a few examples of what you could do in ascending order.

- 128 Diamonds
- Double Chest of Iron Blocks
- 64 blocks of gold
- 10 Double chests of assorted cobblestone/stone
- 2 double chests of wheat
- 2 double chests of carrots
- 2 double chests of potatoes
- 2 double chests of beetroot
- 64 netherite scrap
- 5 beacons
- 2x64 dark prismarine
- 5 tridents
- 2 double chests of gunpowder
- 5 double chests of stone stuff

It is important to remember that you can decide what to gather, it is about the effort you spend on that project. If staff don’t believe you have done enough, they may make a suggestion.

Solo Players

Some people will want to play alone, and that’s ok! But we don't want to leave you out. Solo Players will be able to complete projects to unlock eggs just like anyone else. But to reflect the fact that you are working by yourself you will have to do less projects to level up.

Tier 1:

- Complete 2 Building Projects (10*10*10 cubic area, minimum) → **One Egg**
- Complete 2 Gathering Projects → **One Egg**

Tier 2:

- Complete 3 Building Projects (50*50*50 cubic area, minimum) → **One Egg**
- Complete 2 Gathering Projects → One Egg

Tier 3:

- Complete 3 Building Projects (100*100*100 cubic area, minimum) → **One Egg**
- Complete 3 Gathering Projects → **One Egg**

Tier 4:

- Complete 4 Projects of any kind (200*200*200 cubic area, minimum) → **One Egg**

Other Info

In order to start a town is three people max and 20 diamonds, then you are good to go!

Commands:

- `/town create <name>` Create a town with any name, requires three people.
- `/town invite <playerName>` Invite someone to your town.
- `/town invite <accept/deny> <town name>` Accept or Deny a town invitation.
- `/town list` Shows the list of towns.
- `/town delete` Delete your town.
- `/town invite list` Shows all invitations you have sent.
- `/town invite list <town name>` Shows all invitations the town has sent to players.

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