

PLAYER GUIDE

MCLastoria New Player Guide

Survival, hard difficulty, towns and war. This is everything you need in your first few hours - the commands that matter, how to make money, and how to get land of your own. Any client from 1.21.2 up to 26.2 can connect; 26.2 is what we recommend.

SERVER

170.23.121.11

VERSION

26.2 best, 1.21.2+ works

LIVE MAP

play.mclastoria.com:9706

THE WHOLE SETUP, IN ORDER

- 1 Vote, before anything else
- 2 Important Commands
- 3 Make money with Jobs
- 4 Get land: join a town, don't found one
- 5 Level up with mcMMO
- 6 Buy and sell with chest shops

i Your first ten minutes

Vote. It is free, it takes a minute, and it is the best return on your time on the whole server. Step 1.
Type `/spawn` to get back to safety from anywhere.
Run `/jobs browse` and join two or three jobs. This is how you earn money.
Set a home the moment you build anything: `/sethome home`.
Link your Discord with `/discord link` so you can talk to the server from your phone.
Type `/rank` once. Five earned ladders are already scoring you, and none of them are for sale.
Then read Step 4 before you spend a single dollar.

1 Vote, before anything else

Voting is free, takes about a minute, and pays better than anything else you can do with that minute. Every site gives you money, a Relic crate key, and a stacking mcMMO XP boost - so vote on all of them and the boost adds up. Do it now, then do it again tomorrow; it resets daily.

`/vote`

The list of vote sites and your links. Start here.

`/voteboost`

Your current mcMMO XP boost and how long it lasts.

Relic keys open the cosmetic crate, and your vote count keeps climbing towards bigger one-off rewards. The vote guide in the guide folder has the full breakdown - but you do not need to read it to start. Just vote.

2 Important Commands

You do not need to memorise these. Learn the first six and look the rest up when you need them. Everything below works for every player, free ranks included.

<code>/spawn</code>	Teleport to world spawn. Your panic button.
<code>/sethome <name></code>	Save your current spot. You get 3 homes as a free player.
<code>/home <name></code>	Teleport to one of your homes. <code>/home</code> on its own lists them.
<code>/tpa <player></code>	Ask to teleport to someone. They run <code>/tpaccept</code> or <code>/tpdeny</code> .
<code>/tpahere <player></code>	Ask someone to come to you instead.
<code>/back</code>	Return to where you just were. Works after a death - use it fast.
<code>/warp</code>	List the server's public warps, then <code>/warp <name></code> to travel.
<code>/balance</code>	Check your money. You start with \$100.
<code>/pay <player> <\$></code>	Send money to another player.
<code>/msg <player></code>	Private message. <code>/r</code> replies to the last person who messaged you.
<code>/mail send <player></code>	Leave a message for someone who is offline.
<code>/afk</code>	Mark yourself away so people know you are not ignoring them.
<code>/list</code>	Who is online right now.
<code>/kit</code>	See which starter kits you can claim.
<code>/help</code>	Every command you personally have access to.



Things worth knowing before you die

Difficulty is HARD and this is survival - mobs hit properly and hunger matters.
PvP is on everywhere except spawn. Assume anyone you meet can attack you.
There is no `/sell` on this server. You make money from Jobs and from selling to other players, not to the server.
Flight is off for everyone. No rank sells it - see the ranks guide.



3 Make money with Jobs

Jobs pays you for things you were going to do anyway - mining, farming, building, fighting. It is the main way money enters the economy, and it is free. Join more than one; you get paid by whichever job matches the action.

<code>/jobs browse</code>	The list of all 12 jobs. Start here.
<code>/jobs join <job></code>	Sign up. You can hold several at once.
<code>/jobs leave <job></code>	Quit a job.
<code>/jobs stats</code>	Your level and earnings per job.
<code>/jobs top <job></code>	Leaderboard for a job.

Active play earns roughly a few hundred dollars an hour, so a solid evening is real money. Two warnings: kills near a mob spawner pay only a quarter of normal, and the Fisherman payouts were cut deliberately - AFK fish farms are not the shortcut they look like.

i Every weekend pays double, free

2x Jobs money for everyone online, Friday 8pm through Sunday 8pm Eastern. Nothing to buy and nothing to claim - just be online and be in a job. Job XP is not doubled, only the money.

4 Get land: join a town, don't found one

Towny is how land works here. A claimed town chunk stops other players breaking, building or stealing, and it is the only real protection in the game. Founding your own town costs \$5,000, which is days of work - so for your first week, join somebody else's. Ask in chat or in Discord; most mayors are actively recruiting.

<code>/town</code>	Your town's screen: bank, residents, claims, mayor.
<code>/town list</code>	Every town on the server - good for finding one to join.
<code>/invite accept</code>	Accept a town invite once a mayor sends you one.
<code>/town spawn</code>	Teleport to your town's spawn. Cheaper than walking home.
<code>/town online</code>	Which of your fellow residents are on.
<code>/town deposit <\$></code>	Put money in the town bank. Upkeep comes out of it daily.
<code>/resident</code>	Your own resident screen: town, plots, friends.
<code>/resident friend add <player></code>	Let a friend build on your personal plot.
<code>/town leave</code>	Leave your town.
<code>/town new <name></code>	Found your own. \$5,000, and \$10 a day upkeep forever.

What things cost	New town \$5,000. New nation \$25,000. Each chunk you claim \$50, rising \$2 per claim. Upkeep \$10 a day per town, \$100 per nation, paid out of the town bank.
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If the bank runs dry	The town starts losing claims, and eventually falls. This is the single most common way new towns die - deposit before you expand.
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Your own Discord channel	Every town automatically gets its own private text and voice channel in the server Discord, with a role that follows residents as they join and leave. Link your account with <code>/discord link</code> or you will not see it.
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! Two plugins share the `/plot` command

Towny uses `/plot` for plots inside a town; the spawn rental plugin uses `/plot` for rented shops and houses. If `/plot` does not do what you expect, be explicit: `/towny:plot claim` for town land, `/plotshop:plot info` for a rental.

5 Level up with mcMMO

Every skill you use levels independently, from 0 to 1000, and unlocks passive bonuses and right-click abilities as it climbs. New players level noticeably fast at the start - that is deliberate. A genuinely strong level is a few focused evenings; maxing a skill is tens of hours.

<code>/mcstats</code>	All your skill levels and XP. The one to remember.
<code>/<skill></code>	Detail on one skill, e.g. <code>/mining</code> , <code>/archery</code> , <code>/herbalism</code> .
<code>/mmopower</code>	Your total power level across every skill.
<code>/mctop <skill></code>	Server leaderboard.
<code>/mcrank</code>	Where you personally rank.
<code>/mcability</code>	Toggle right-click ability activation on or off.
<code>/party <name></code>	Create or join a party - shared XP and party chat.
<code>/pc</code>	Party chat toggle.
<code>/ptp <player></code>	Teleport to a party member.

Parties matter more than they look: dungeons check your party size before they let you in, and `/ptp` is free travel to a friend. Find people early.

6 Buy and sell with chest shops

All trade here is player to player. A chest shop is a chest that sells or buys one item at a price you set, and it keeps working while you are offline. Free players get 10 of them.

- 1 Place a chest somewhere safe - inside your town claim, ideally.
- 2 Hold the item you want to trade and left-click the chest.
- 3 Follow the prompt in chat to set your price. A sign appears with the details.
- 4 Stock it. Buyers right-click the sign; money lands in your balance automatically.

<code>/qs find <item></code>	Find the nearest shop selling something. Use this before you build.
<code>/qs price <\$></code>	Change the price of the shop you are looking at.
<code>/qs buy / /qs sell</code>	Flip a shop between buying from players and selling to them.
<code>/qs staff add <player></code>	Let someone else restock your shop.

Chat channels

Say something normally and it goes to the whole server, and to Discord. The channel commands narrow that down.

<code>/g <message></code>	Global chat - everyone, all worlds.
<code>/lc <message></code>	Local chat - only players near you.
<code>/tc <message></code>	Town chat - your town only.
<code>/nc <message></code>	Nation chat - your whole nation.
<code>/pc <message></code>	mcMMO party chat.

`/ignore <player>`

Stop seeing someone's messages.

`/discord link`

Link your Minecraft and Discord accounts. Do this early.

Crates, cosmetics and emotes

`/keys`

How many crate keys you are holding.

`/crate`

Open the crate menu. Crates are cosmetic only - no gear, no money, no XP.

`/uc`

The cosmetics menu. Free players get 5 hats, an emote and a particle trail.

`/uc clear`

Take everything off.

`/ce`

CrazyEnchantments menu. `/tinker` and `/blacksmith` rework gear; `/gkitz` for kits.

B key

The Emotecraft emote wheel, if you installed the client mod. Other players see your emotes - the server supports it.

`/voteboost`

Your current mcMMO XP boost from voting, and how long it lasts.

`/boost`

Server-wide boosts running right now, and your effective multipliers.

`/coinshop`

Spend Ancient Coins from dungeons on crate keys and cosmetic unlocks.

There are eleven crates and not one key has ever been sold for real money. Every key is earned - by voting, by climbing a ladder, or by spending coins you took off a dungeon boss. See the Crates & Keys guide.

When you are ready for more

Earned ranks

`/rank` shows five ladders - Dungeons, Towns, Mastery, Trade and War - and you are already climbing all five. 34 titles, none of them buyable, and each tier hands you something real. Pick the one title you wear.

The auction house

`/ah` sells one good item to the whole server without owning a shop plot. Bidding only, two hours a run, 10% tax. Everyone starts with two listing slots.

Dungeons

Hand-built dungeons with custom bosses. `/dungeon list` shows them all and their status, `/dungeon info <name>` shows the party size you need. Right-click the [Dungeon] sign to request entry. Every run is scored out of 300 and graded D to S+, and the dungeon's two affixes change every Monday.

Town wars

Towns can go to war with each other over land and money. `/townwar policy` shows your town's stance and whether it can be declared on; `/townwar status` shows active wars; `/townwar top` is the ladder. Only your mayor can declare, opt in or opt out - and opting out takes 24 hours, so nobody ducks an incoming war.

Personal vault

`/vault` teleports you to a private room only you can reach. This is a donor perk, from Mystic upward.

Your own plot

/claimplot places a protected plot of your own, anywhere you like, sized by your rank. Also a donor perk, from Mystic upward. One plot per player forever - ranking up grows it, it never gives a second.

Rules

The banned list is short, and it is all about cheating the game rather than beating other players. Beating other players is allowed - see below.

- ! No x-ray, ore finders, cave finders or seed tools. This includes x-ray resource packs.
- ! No hacked clients - flight, speed, reach, killaura, auto-totem. The server runs an anticheat that flags these automatically.
- ! No autoclickers, macros, AFK bots or auto-fishing.

PvP, griefing and stealing

This is a conquest server, and the rules reflect that. Land you have not claimed is not protected, and a war suspends the protection on land you have.



What is allowed

PvP is allowed everywhere except spawn. There is no safe overworld. Outside any claimed territory, PvP, griefing and stealing are all fair game. If you leave it unclaimed, you are choosing to risk it. Inside claims, griefing and stealing are allowed during a war. That is what a war is for - see /townwar policy for your town's stance. Mayors set their own rules inside their own town, and they can be stricter than this page. Ask your mayor what they expect before you assume.

The practical version: claim your land, lock what matters, and know whether your town is warrable before you store anything you would hate to lose.

Chat

- ! Never post personal information - real names, addresses, workplaces, phone numbers, socials or photos. Not yours, and not anyone else's.
- ! No real-life threats. This is the one line that gets you removed without discussion.

Beyond those two, in-game chat is unrestricted - talk trash, argue, celebrate. Bear in mind it relays to Discord, so it reaches people who are not online.

Nothing here is pay-to-win

No rank you can buy grants flight, invisibility, god mode, better gear or better loot. Crates contain cosmetics only. A paying player and a free player who put in the same hours end up in the same place. Voting is free and gives the biggest XP swing on the server.

Where to look things up

Live world map

The whole world in your browser - terrain, town borders and markers. Useful for picking where to settle.

All player guides

Full command reference, rank list, client setup and per-plugin guides, as downloadable PDFs.

Discord

Support channel, town channels, and the fastest way to get an answer. Link with /discord link.

Bookmark these

Live map:

<http://play.mclastoria.com:9706>

It is http, not https - your browser may warn you. That is expected.

Player guides:

https://drive.google.com/drive/folders/1kBYnYSE0jXwdsvvPAeAV0XcieQXBnK_5?usp=drive_link

Stuck on something this guide does not cover? Ask in the Discord support channel. Say what you typed and what happened - that gets you an answer in one reply instead of five.