

Build Stream Server

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Item Blacklist

We maintain a list of items that cannot be used during a build stream. There are various reasons an item can end up here, such as preserving server performance, preventing griefing, or preventing obnoxious spam.

Permanent Blacklist

These items are unavailable throughout all build streams:

- Bedrock
- Barrier
- Command Block
- Repeating Command Block
- Chain Command Block
- Hopper Minecart
- TNT Minecart
- Command Block Minecart
- Monster Spawner
- Trial Spawner
- Jigsaw
- Structure Block
- Structure Void
- Wither Skeleton Skull
- Player Head
- Beacon
- Elytra
- All Spawn Eggs and Mob Buckets
- Creaking heart

Situational Blacklist

These items are enabled by default, but may be disabled if it becomes necessary to do so. This typically happens towards the end of a stream if the item is getting spammed or is affecting server performance. For items that can be placed, placing will still be allowed, while interaction will be disabled, if possible.

- Bow
- Arrow
- Crossbow
- Snowball
- Egg
- Trident
- Fishing Rod
- Goat horn
- Apple
- Bread
- Mushroom stew
- Porkchop
- Rotten Flesh
- Cooked Porkchop
- Golden Apple
- Enchanted Golden Apple
- Golden Carrot
- Cod
- Salmon
- Tropical Fish
- Pufferfish
- Cooked Cod
- Cooked Salmon
- Cookie
- Melon Slice
- Dried Kelp
- Beef
- Cooked Beef
- Chicken
- Cooked Chicken
- Rotten Flesh
- Spider Eye
- Carrot
- Potato
- Baked Potato
- Poisonous Potato
- Pumpkin Pie
- Rabbit
- Cooked Rabbit
- Rabbit Stew
- Mutton
- Cooked Mutton
- Beetroot
- Beetroot Soup
- Sweet Berries

- Honey Bottle
- Milk bucket
- Firework Rocket
- Ender Eye
- Splash Potion
- Lingering Potion
- Tipped Arrow
- Chorus fruit
- Steak
- Suspicious Stew
- Brush

Muted Blacklist

If you are muted, you will additionally be unable to:

- Edit signs or books
- Rename items
- Use name tags

New Earth rules

These are the rules for the New World Stream and public build server, this applies across all streams and off-stream builds

- **No obnoxious floating text. No obnoxiously tall buildings.**

Floating text and tall buildings only get in the way of the experience and views.

- **Respect the coastline and borders.**

Islands, continents and countries should retain their shape.

- **Build the best you can.**

Low effort and unfinished constructions will be removed.

- **No "clickbait" arrows.**

These have only been allowed in the Middle America region and no where else.

- **Shopping chains like Tesco and Ikea are discouraged**

Keep stores related to the region they are building in. Many of these have been over-done in existing regions already.

- **Your building cannot just be a flag.**

This is classed as low effort.

- **No depictions of war, recent mass tragedy or politics, racism or discrimination or hate symbols of any kind.**

Always be respectful of others.

- **Railways must be at ground level.**

Railways in the air are considered low effort and too tall. We recommend an underground metro instead.

- **No pixel art.**

We find that this obscures other builds. This includes pixel art of skins which are not relevant to the region.

- Only exception to this is pixel art is allowed on the edge of the world. For example in Antarctica.

- **No building walls around the build area.**

This is considered low effort, and will cause disruption as new areas open and close.

- **Be respectful of other peoples buildings and space.**

Not everyone will want destruction or fire added to their build, please be mindful of other creations. If a large space is claimed but unfinished for an extended time, it may be cleared to open space for other active players.

- **No building roads until the region closure is announced.**

We will only allow the building of roads once a region closure has been announced. This is due to them being considered low effort, low content, and often causes disruptions for other players wanting to build.

In certain circumstances we will be taking into an account both intent and planning of an area to determine how to act. For example where large areas of empty space are concerned.

We will be retroactively applying these rules to existing builds, as well as future ones.

Find something that is against these rules?

Please stand at the location and use the command:

```
/modreq Description of problem here
```

This will alert our staff and we will investigate the issue, we appreciate the help!