

# Towns, Settlements and POIs

## Towns

A player created settlement which has reached a certain size can apply for Town status. Towns get extra perks including a marker on the [Dynmap](#) which is visible by default, a listing on the [RTGame Wiki](#) Minecraft Server page and an in-game Sightseeing Advancement for players who visit.

To be classed as a town you must reach these requirements:

- At least 5 claims by different players
- At least 3 completed buildings
- At least 3 players who have been active in the past 2 weeks
- A communal nether portal
- A decent wiki page that documents the town, see this [example](#)

To apply for town status, please ensure you meet the above requirements, then use the "Contact Staff" button within [#minecraft-info](#) with the link to the Wiki page and that you want to apply for town status. Please allow some time for your town to be checked.

## Settlements

Settlements are smaller locations which have not reached a sufficient size to be considered a Town. The requirements for a settlement are considered on a case-by-case basis, but typically two or more active players and a Nether connection are sufficient.

Like towns, settlements can have a directory block on the [Nether Hub directory](#). Settlements will also appear on the [Dynmap](#) in a separate layer which is hidden by default.

## Points of Interest (POI)

Points of interest are locations that might be of interest to multiple players.

Some examples of this may include:

- Community events - Secret Santa, Easter, etc

- A notable building or structure - George statue, Labyrinth, etc
- PvP Arenas

POIs are considered on a case-by-case basis, but generally require:

- A decent wiki page
- A direct nether connection
- A welcome board / book for those who visit
- Any building to be largely completed

POI may also be eligible for a Sightseeing Advancement for players who visit, on a case-by-case basis.

To ask about this, please use "Contact Staff" button within [#minecraft-info](#) with the link to the Wiki page.

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