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 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.