

# Purpose

- Purgacy serves as a collection of continual of old survival servers that I have hosted / played
- Brought into a new minimally modded world
- In a setting that is focused on aesthetic, performance, building, exploration and adventure

The general intention is a provide:

1. An interesting persistent base for continual of large projects
2. A sort of purgatory of buildings after their original servers have died
3. A server that is always waiting for you
4. As long as I can financially manage, the server will never go down and always update with to the latest version (when the mods permits)

# Experience

1. The server is primarily an archival first, survival second;
  - As such its purpose is built as such
  - Anyone is free to revive and continue their dead buildings BUT:
    - Make sure to follow and understand the [guidelines](#) if you wish to continue playing to avoid any surprises.
2. The modded experience mainly focus on 4 factors; Light, Vanilla, Aesthetic, Compact & Uniform
  1. Light: Optimized, light additions where possible
  2. Vanilla: Preserve as much of vanilla mechanics as possible, including the grittiness of it.
  3. Aesthetic: Without betraying vanilla aesthetic and mechanics, attempts as far as possible and as minimally as possible to add in improvements within reason
  4. Compact & Uniform: Additions should be mostly compact, and not scattered ones
    - Prefer a collection of features or collection of mods from the same author than isolated additions
      - Main reason is for ease of compatibility and maintaining uniform visuals
      - Uniform also refer to the gameplay experience, they should flow together
3. The server will always try to run on the latest Minecraft (supported by the mods)
  - If there are major mapgen changes, i will attempt to reset empty chunks and blend existing.
  - If I need to create a new world, ALL manmade structure (to my knowledge and your declaration), will be moved
  - If either of above happens, pings will be given in discord under the channel `#updates`
4. I'm open to adding your worlds to this world!

- You need to provide me a world copy
  - Work with me for the transfer process, idk which builds in your world are important and might miss some.
  - Heavily modded worlds might have to be modified extensively to be converted properly...
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