

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 to 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...
-

Revision #4

Created 15 January 2024 07:59:08 by neinwhal

Updated 17 January 2025 07:50:07 by neinwhal