Milady World for Boys & Girls: an Illustrated Guide

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Are you an inchoate Minecraft player who Can't Into WASD? Do you feel like no matter how far you go, the world obstructs itself directly in front of you and for every toehold you manage to wrest out of your life the cosmos its intangible walls stub them where you stand, continuously and perpetually? Or are you simply trying to figure out what the Nether you are actually allowed to do when it concerns commands and whatnot in Milady World? If any of these trope-inducing, perhaps petulantly patronizing phrases apply to you to even the slightest degree, then you MUST read this document carefully, right now.

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Milady World currently is on Minecraft Java Edition (Windows, MacOS, Linux) version 1.17.1. You can connect to Milady World through the IP `milady.world`, for which you need to be an authenticated Milady holder on the Discord. Upon connecting for the first time, you will be kicked and told to DM the Lorker bot with a 4 digit code; the bot can be found at the top of the list in the Discord server. This will link your Minecraft username with your Discord account and allow you to play!

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Milady World uses a proximity voice chat mod, the mod in question being Simple Voice Chat, whose function requires a client-side install, together with the Fabric Loader and API. See Section 1.3 of this document for more information. Even if you don't want to talk yourself, we highly recommend you install this as it will allow others to speak to you in immersive gaming fashion.

Contents

1 Setting up your install

1.1 Do You Have Minecraft?

It shouldn't be said but yet here we are saying it anyway: you do own a legitimate copy of Minecraft, right? To play on Milady World, owning a Milady aside, you will need an install of Minecraft Java Edtition (Windows, MacOS, Linux) tied to a Minecraft account; Milady World is not available for any other platform running Minecraft natively, as interesting as they come, sorry!

1.2 Connecting To Milady World

In the 'Multiplayer' tab of the Minecraft menu, you can connect to Milady World by first selecting 'Add Server' and then inputting `milady.world` for the IP address. The first time you connect, you will be kicked from the server and told to DM a bot present in the Milady Discord with a four digit code, see Fig. 1. If your Discord account is authorized, i.e. you own a Milady and you have linked it to obtain the 'Milady' role, you will be granted access to play on Milady World, see Fig. 2. Furthermore, as a benefit of Minecraft-Discord cross-integration, messages from Milady World will be broadcasted in the designated Discord channels and vice versa! Network spirituality awaits!
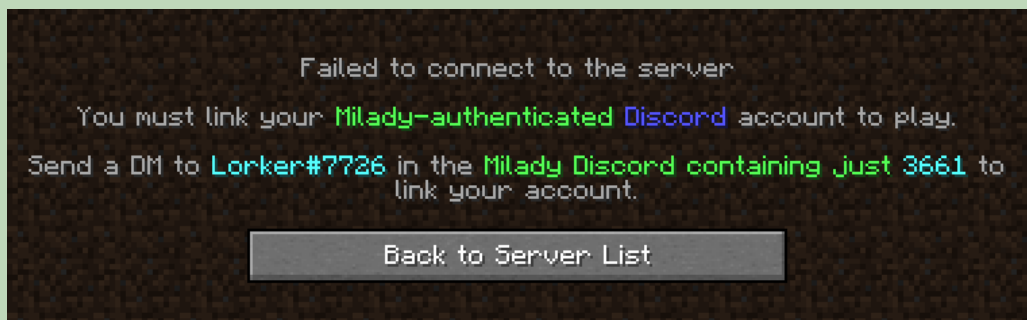

Figure 1: After connecting to Milady World for the first time, you will be kicked and faced with this screen.
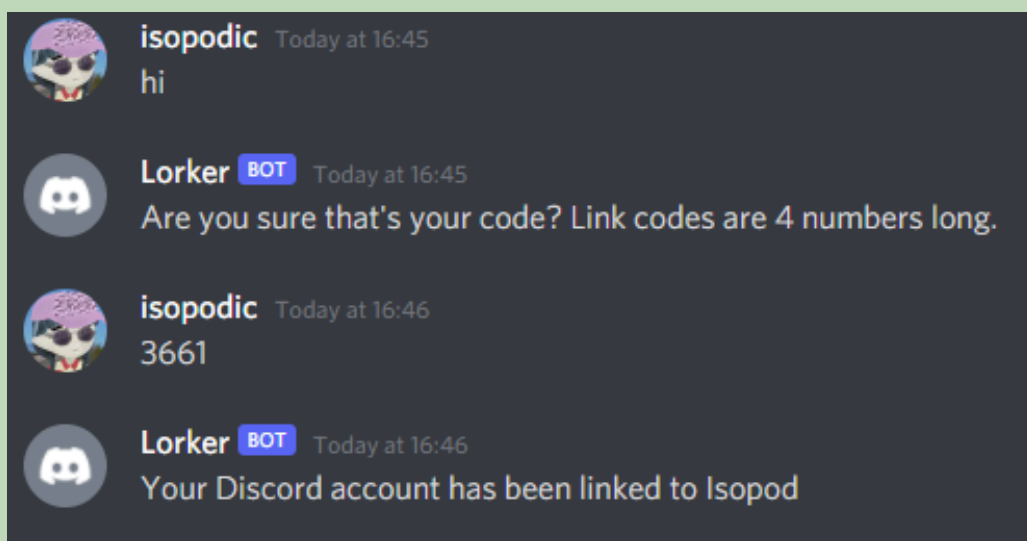

Figure 2: DMing the bot to be granted access to Milady World, the esteemed Milady holder that I am. Do you see my avatar? I practically own this place.

1.3   Installing Fabric & Proximity Voice Chat

When you have Minecraft installed, together with a recent version of Java [1], make sure you have run the client and launched the game at least once for the game files to be created. Milady World uses proximity voice chat with directional audio, much like other beloved sandbox games, see also the Milady World Whitepaper. For the proximity voice chat to work, we are going to install a mod onto your client, Simple Voice Chat. Before we can do that, we need the Fabric mod environment, which can be downloaded at

Fabric: `https://fabricmc.net/`

see also Fig. 3. On this webpage you will find links to the Fabric Loader and API, both of which we will get.

First, let's download and install Fabric itself; when you click on the link pointing you toward the Loader, you will be greeted by a choice in downloads, JAR or EXE, see also Fig. 4. We use the JAR version in this guide. When you have downloaded the Fabric installer, open it directly, as seen in Fig. 5. Make sure to have the option 'create profile' checked before you press install. By default, the download should point to your Minecraft folder. If not, the default install path is as following:

Windows: `%APPDATA%\.minecraft`

(Which, in my case, evaluates to: `C:\Users\Onno\AppData\Roaming\.minecraft`)

MacOS: `~/Library/Application Support/minecraft`

Linux: `~/.minecraft`

Second, let's download and install our mods: the Fabric API and Simple Voice Chat. On the Fabric website (Fig. 3) you should find a download for the API, taking you to the respective mod page on CurseForge.

Fabric API: `https://www.curseforge.com/minecraft/mc-mods/fabric-api`

Given that the Fabric API is by definition made for Fabric only, find the latest release at the top of the page, under the 'Files' tab, see also Fig. 6. Simple Voice Chat can be found on CurseForge at

Simple Voice Chat: `https://www.curseforge.com/minecraft/mc-mods/simple-voice-chat`

Again, go to the 'Files' tab and download the latest release for the current Minecraft version, which in Milady World's case is 1.17.1, see also Fig. 7.

To install our downloaded mods, go to your Minecraft folder and place the mod files into the 'mods' subfolder, see also Fig. 8; if the 'mods' folder does not exist, make a new folder with that exact name. The default Minecraft file path [2] [3] is the same as listed before:

Windows[2]: `%APPDATA%\.minecraft`

(Which, in my case, evaluates to: `C:\Users\Onno\AppData\Roaming\.minecraft`)

MacOS[3]: `~/Library/Application Support/minecraft`

Linux: `~/.minecraft`

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[1] If, at any point during your install, you run into trouble not accounted for by this guide, the first step is to make sure you have updated your Java! The current LTS version is 17!

[2] For Windows, you can copy and paste this path into the file path bar of the File Explorer.

[3] For MacOS, press Shift + ⌘ + G to open up the 'Go To Folder' bar in Finder, wherein you can copy and paste this path. Your Library folder containing the Minecraft folder is hidden by Finder by default, hence why this method is recommended.
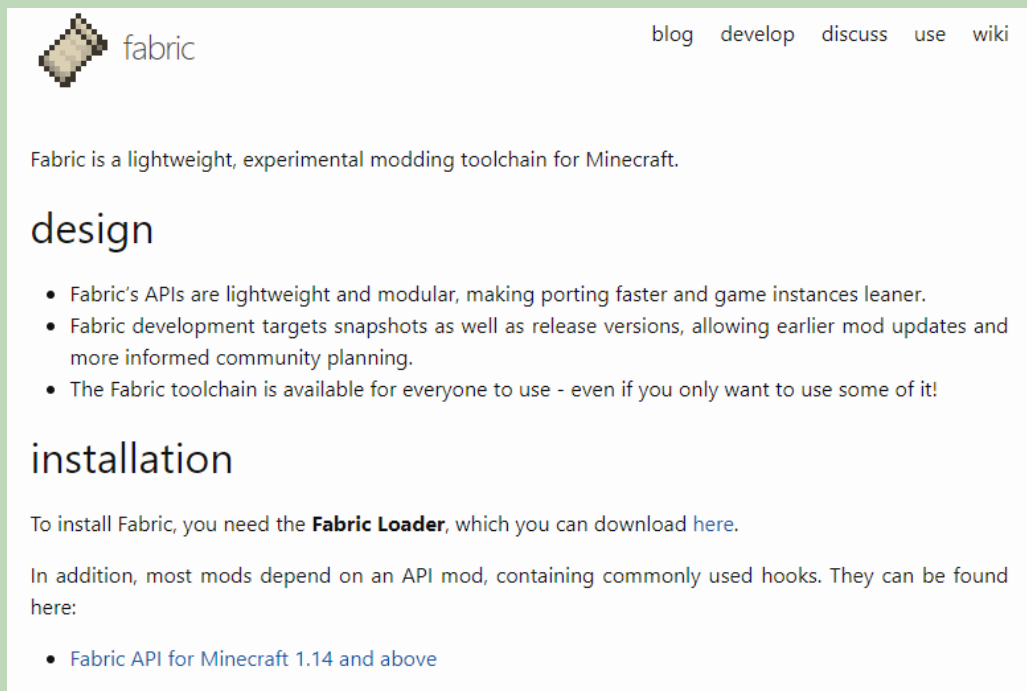
Figure 3: The Fabric webpage: `https://fabricmc.net/` Here you can find links to the Fabric Loader and the Fabric API, the latter at the bottom of the image.
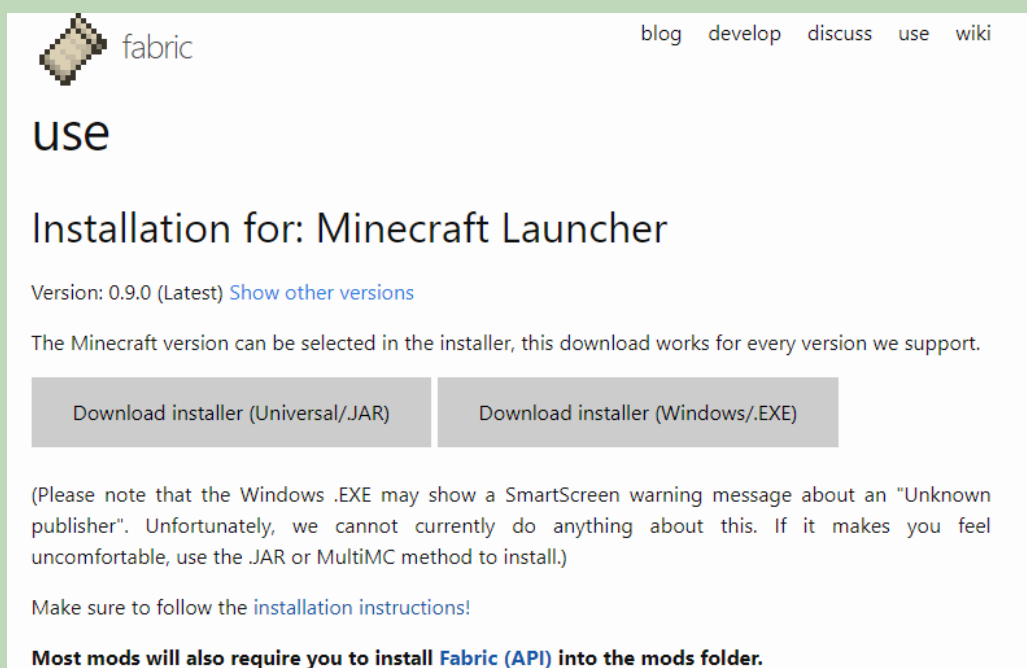

Figure 4: The Fabric Loader download screen, allowing you to choose between JAR or EXE. We use the JAR version in this guide.
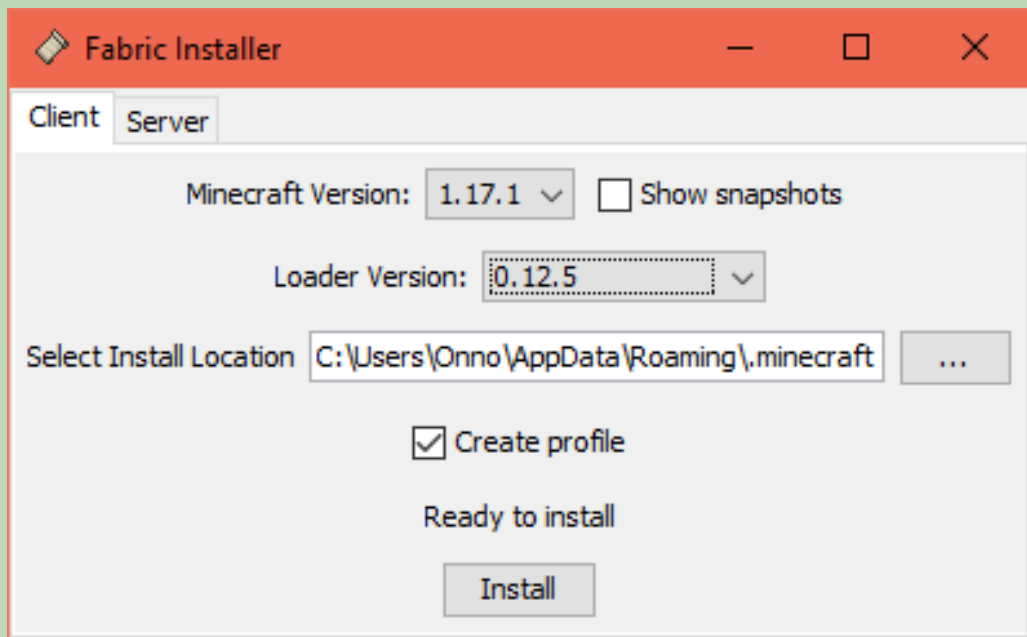
Figure 5: Running the Fabric installer. Everything should be correctly assigned by default, but make sure to check that the 'create profile' option is checked, the versions are correct and that your install location matches that of your (default) Minecraft installation.
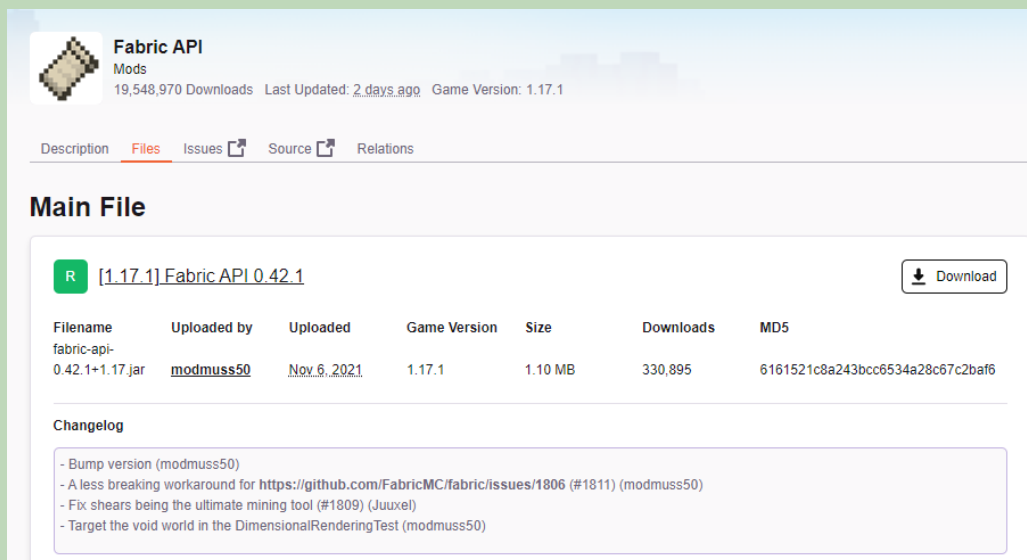

Figure 6: The Fabric API CurseForge download page, which can be found under the 'Files' tab at: `https://www.curseforge.com/minecraft/mc-mods/fabric-api` Make sure you have selected the latest version for Milady World's Minecraft version.

Figure 7: The Simple Voice Chat CurseForge download page, which can be found under the 'Files' tab at: `https://www.curseforge.com/minecraft/mc-mods/simple-voice-chat` We use this mod for proximity voice chat inside Milady World. Again, select the latest version corresponding to our Minecraft version.
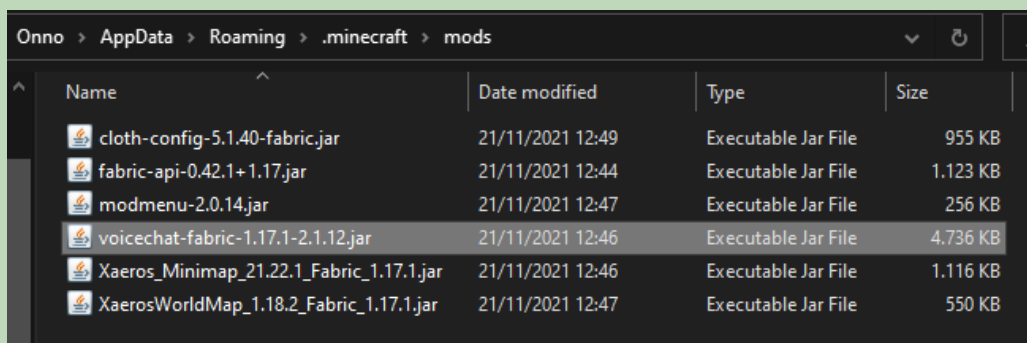

Figure 8: Placing the mods inside the 'mods' subfolder of the Minecraft folder. If this folder does not yet exist for you, create it with this exact name. Your Minecraft folder location can be found as referred to earlier in this document. The other mods that are present in this screenshot are optional additions which we will get to in Section 1.4.

Third and last, let's launch Minecraft with Fabric and try out proximity voice chat! Start by opening up your Minecraft client and selecting the Fabric profile you've installed, see Fig. 9. Then, simply launch Minecraft as you normally would. Now we will look up and possibly configure our keybinds for proximity voice chat: in the Minecraft menu screen, go to 'Options' and then 'Controls,' scroll down until you reach the tab for 'Voice Chat' which can be also seen in Fig. 10. My keybinds have already been configured according to this image; do as you like for what feels comfortable to you. The Simple Voice Chat CurseForge mod page also explains its functions well, in case you want to know more.

The most important thing to know is the Voice Chat GUI keybind, which defaults to 'v'. Let's go into Milady world and check out the microphone settings! In Fig. 11, we have opened up the proximity voice chat GUI. You can increase the overall volume of voice chat as well as microphone gain with the first two sliders; make use of the microphone testing button to check your volume and microphone threshold; if you take a minute or two testing and configuring, you will make the experience much more enjoyable for yourself and others! You can switch between push to talk or voice activation mode. If you have a source of interference near your microphone, such as fans or other electronic devices which may induce hum, it might be a good idea to enable noise suppression and/or push to talk, as people will literally be able to hear you coming otherwise, constantly. Incessantly. You're all set up for Milady World now!
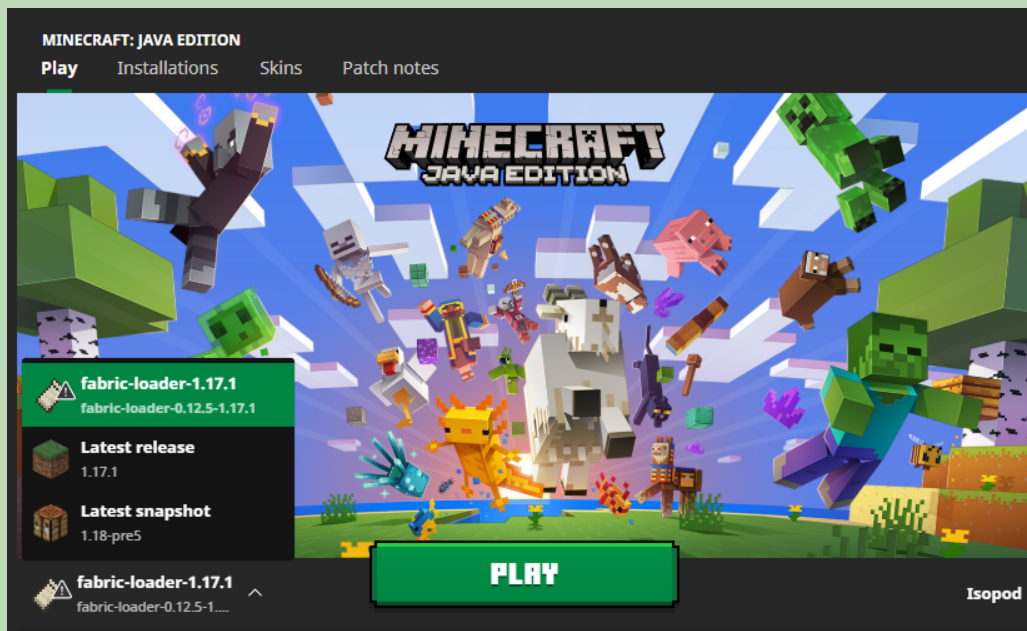
Figure 9: A view of the average Minecraft client, with the newly installed Fabric profile selected. Doing so allows you to run Fabric mods inside Minecraft.

Figure 10: The Controls screen of the Minecraft Options, with the Simple Voice Chat keybindings highlighted. Change them whenever you like, but make note of the GUI keybind as it is important in configuring your microphone.
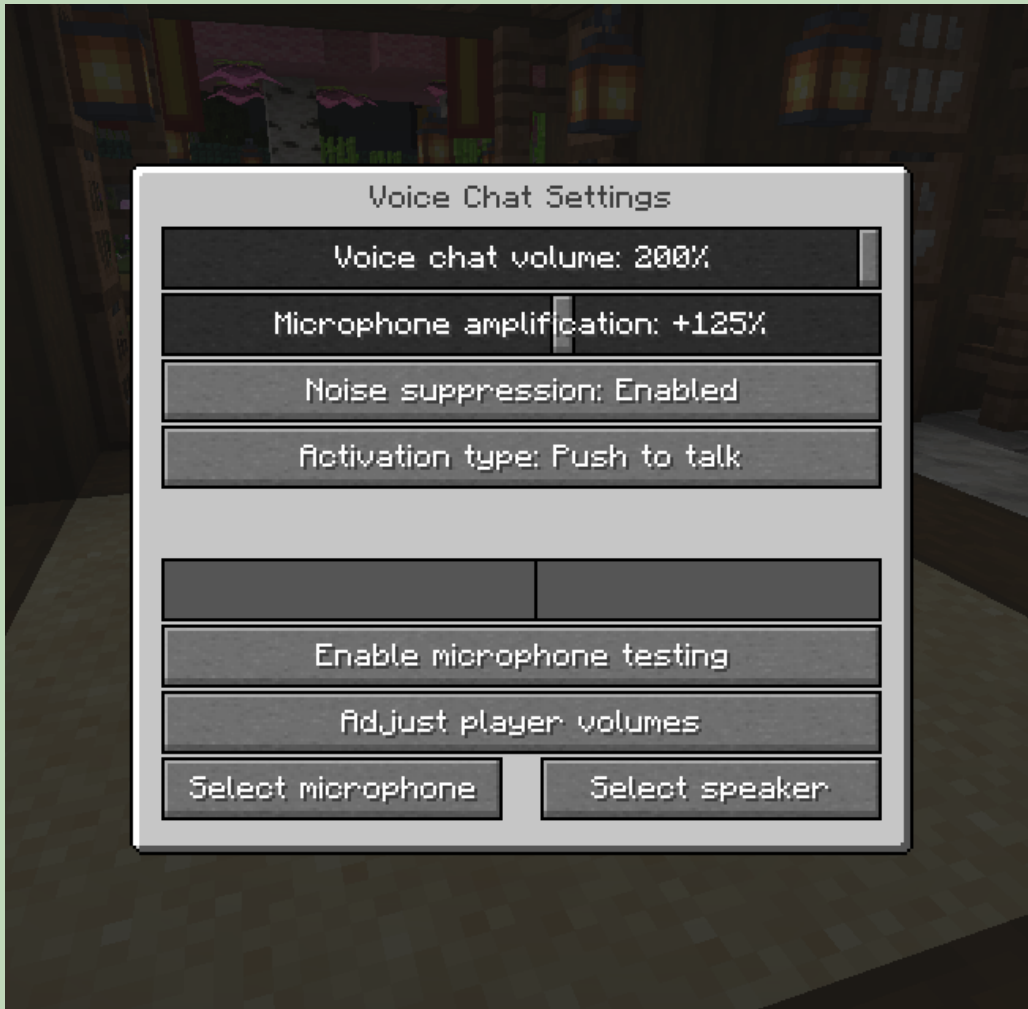
Figure 11: The Simple Voice Chat options screen accessed from the GUI key-bind ingame. Tweak your microphone settings until they are comfortable for you and others; make sure you can be heard when speaking and don't allow sources of noise to pass through.

1.4 Optional additions

1.4.1 Xaero's mini- and world map

One thing that might be irksome to players is that without careful note-taking of coordinates and remembrance of landmarks, it is quite easy to lose one's way in Minecraft. Since Milady World employs minimal means of teleportation spots, it might feel daring to some to venture out, given that it would be quite difficult to find one's way back to the place they happened upon if they do decide to return to spawn —or worse, die without a bed set at the location in question.

Luckily there are map mods! Some of you might already be familiar, but we'll cover this in the same way as we did for setting up Fabric: download the respective mods from CurseForge, and simply drop them in your 'mods' folder under your Minecraft install. They can be found here:

Xaero's Minimap: `https://www.curseforge.com/minecraft/mc-mods/xaeros-minimap`

Xaero's Worldmap: `https://www.curseforge.com/minecraft/mc-mods/xaeros-world-map`

These mods allow you to have a fully customizable minimap and screen-wide map to automatically document your journey with, see also Fig. 12 for an example of the minimap. Look up the keybindings and change them if you like, find the keybinding for the settings and alter the minimap itself, idem for the world map, you can figure it out from here on out.

One particular feature I'd like to showcase however on the usefulness of these mods is the ability to make waypoints, which can be seen in Fig. 13-15. By default, Xaero's minimap automatically logs the locations of your untimely demises, facilitating finding your way back. Additionally, you can make waypoints for yourself, which you can use to mark locations you'd like to return to in non-obtrusive fashion.

Figure 12: Xaero's minimap as viewed ingame, finding myself at Jade Mc-Donalds, Milady World's spawn. Note the convenient coordinates below. The yellow dots represent passive wildlife. The minimap can also be configured to display items, mobs and players.

Figure 13: Configuring waypoints in the waypoint menu, the keybind for which can be found in the Minecraft Controls menu. Note that death locations are automatically logged by default and that you have full control over waypoints.

Figure 14: Creating a new waypoint at my current location.

Figure 15: My newly created waypoint as it appears visible through walls, as well as on my mini- and world map.

2 Getting started inside Milady World

2.1 Navigating your surroundings

Assuming you know how to move around in Minecraft, upon spawning into the world you will find yourself in the protected Spawn region of Jade McDonalds, see Fig. 16. To your immediate left is a bulletin board, which is worthwhile checking out every now and then to see relevant server announcements and updates. Within Milady World, Isle of Milady is a peaceful place – although this does not apply to the Minecraft difficulty, which is set to Hard – and you cannot PvP wildly, except for designated areas —as well as some hidden that have yet to be discovered...

· To view a list of all commands you have access to, use `/help`.

· To view the Milady World server rules, use `/rules`.

· You can return to Spawn at any time, given that you are not currently in combat, by using `/spawn`.

· Monsters will not spawn in, uh, Spawn; nor will they be able to hurt you if they do sneak in!

· Within spawn, you regain health and hunger; feel free to vibe out forever without virtual-somatic responsibilities!

· Building is disabled in Spawn, but allowed virtually anywhere else.

Figure 16: Jade McDonalds, Milady World's Spawn and protected area. You can return here whenever you like by using the command `/spawn`. Be wary though, as you cannot use teleport commands in combat!

At the moment, Milady World does not allow personal and private teleports as to foster a vanilla Minecraft experience and strengthen in-game local communities: threading through Spawn, as seen in Fig. 17 and Fig. 18, you will find the Fishing Village, featuring a map of the Archipelago, which is located directly southeast to it. Press the button for a free lorebook! See also Fig. 19. We encourage players to build their houses on one of the many islets in this area for Spawn convenience and the aforementioned social locality; events and (building) contests will additionally focus on this space, although you are free to do as you like in exploring the world.

Figure 17: Directly to one's right from the `/spawn` location: a bridge and a cozy place with kitties galore.

Figure 18: Moving past the bridge out of Spawn to the Fishing Village.
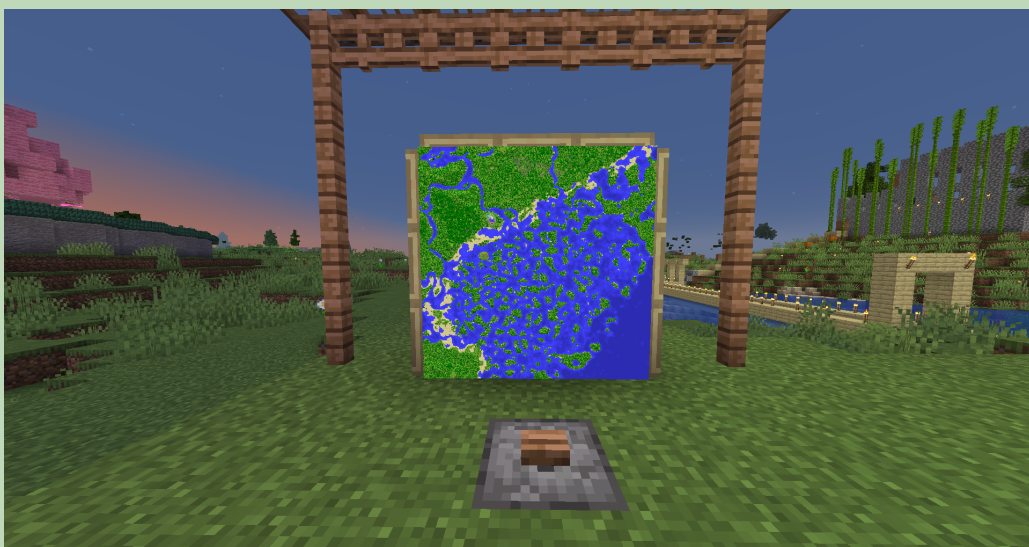
Figure 19: A map of the Archipelago southwest to Spawn and a dispenser operated by button.

Also located at the Fishing Village is an ender chest, which is a form of permanent storage – Minecraft's blockchain as some would refer to it – that is entirely private and ubiquitous: nobody can steal from your ender chest; the items within will remain stored regardless of the ender chest being destroyed & are accessible by you from any ender chest in the world. See also Fig. 20 for a personal demonstration.

Figure 20: Opening my ender chest storage at the ender chest located at the Fishing Village. I'm storing my completely legitimately obtained goods in a place where nobody can touch them.

2.2 Obtaining your free starter items

Although we are aware that amongst the Milady Community are extremely seasoned Minecraft players, to ease one's burden we have prepared a couple of kits which allow you to get started in the world with relative facility.

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Your starter pack is obtained by using `/kit starterpack`, pictured in Fig. 21, consisting at the time of writing of:

- A fishing rod with the Mending enchantment, consuming the XP you gain from said fishing or other acts, to restore its durability, effectively providing you with an infinite means of sustenance as the old adage goes.

- Three oak saplings, to plant on your island or wherever you like, kickstarting Punch Tree Get Wood if there are none nearby.

- Fifteen bone meal, to either use on your saplings to progress their growth into a full tree, or to use on the ground to make grass and flowers grow, which can be harvested for seeds to grow wheat and for pigments respectively.

- A bed, specifically a red one for That Nostalgia, which you can put down to sleep in and set your spawn point to return to when you die in the world. You cannot teleport to your bed spawn point, however. Naturally, destroying a bed also destroys that bed spawn point.

- A boat, for you to traverse Milady World's many rivers, which are connected throughout the entire island and are an effective way of transportation.

- Three loaves of bread, to feed yourself, even though you already have that magic fishing rod mentioned earlier. Enjoy the empty carbs whilst you can.

- Twelve torches, to illuminate your surroundings and stave off the spawning of monsters, either above ground during the night, or at any time of the day in areas poorly lit enough to eventuate as such.

Your starter pack is on a 30 minute cooldown, to account for players meeting their unfortunate demise before making proper use of the items enclosed, unable to retrieve them. Be careful out there.

Figure 21: The Milady World starter pack, obtained by using `/kit starterpack`, consisting of a Mending fishing rod, 3 oak saplings, 15 bone meal, a bed, a boat, 3 loaves of bread and 12 torches. This kit is on a 30 minute cooldown.

The other kit you have access to is `/kit claimtools`, which allows you to create a land claim and reap the benefits of block and chest protection. More details on claiming can be found in Section 3. The claimtools kit, pictured in Fig. 22 consists of:

- A stick, to view whether a block has been claimed and if yes, by whom, including yourself. Using the stick with right mouse button delineates the claim area if any are present at your selection.

- A golden shovel, to make land claims with, carried out by right clicking the corners of your desired area.

Because claiming can be a task assigned indiscriminately and gold is not the most accessible resource to newly joined players, the claimtools cooldown is set to a mere minute.

Figure 22: The Milady World claimtools, obtained by using `/kit claimtools`, consisting of a stick and a golden shovel. This kit is on a 1 minute cooldown.

3 Claiming and managing land

3.1 Setting up a claim

As mentioned previously in this document, you can right click with a golden shovel to create a land claim which features block and chest protection. You select the first corner as done in Fig. 23. This visually appears as a diamond block, but don't be alarmed, as it is definitely still the original block you selected. Then, right click on the opposite corner you wish your claim to consist of, featured in Fig. 24, and your claim will be created as a rectangular area between the two corners. You can resize your claim by first selecting through right clicking it at any of its corners, viewing it either using the stick or the golden shovel, which is visualized by glowstone, see also Fig. 25. Then, select another block with the golden shovel and your claim will resize in the same rectangular fashion, according to the corner diagonally opposed to the one you just repositioned, which can be seen in Fig. 26.
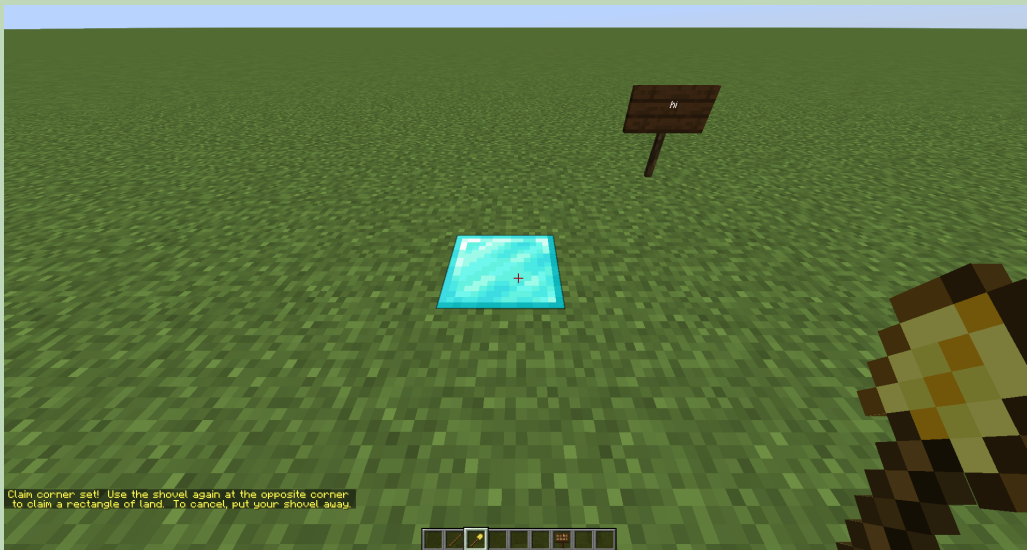
Figure 23: Selecting the first corner of your prospective claim by right clicking on the respective block with a golden shovel, which can be obtained from `/kit claimtools`. It appears as a diamond block for visual aid.

Figure 24: Selecting the second corner of your prospective claim, completing it in rectangular shape. The corners appear as glowstone and gold whilst holding the shovel or selecting with a stick, to delineate its edges.
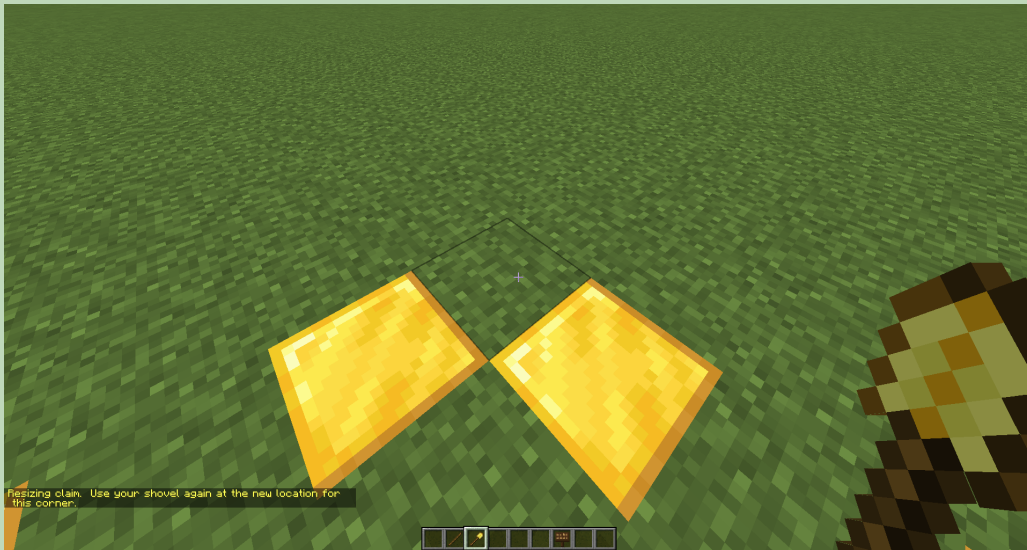
Figure 25: Resizing your claim by selecting any of its edges with a golden shovel. This is the edge you will drag the claim to, being fixed on its diagonally opposed end, in equal rectangular fashion.
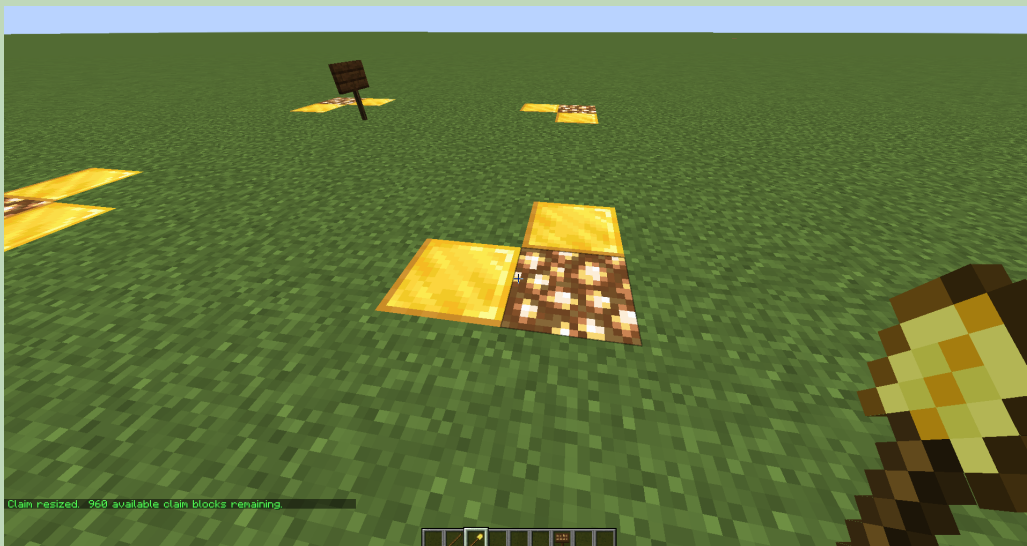

Figure 26: Selecting the new location of the corner previously selected for resizing. If your claim is valid, it will appear with the same visual aids in its new location.

3.2 Managing your claim

Now that your claim has been set up, there are a variety of options you can use to modify your claim and who gets access to build, open containers and ride or harm animals. By default, only you have permission to do any of these things within your claim, thus offering aforementioned protection, see also Fig. 27. A full list of details on managing claims:

- To abandon your claim, use `/abandonclaim`. You must be standing within one of your own claims to carry out this command. To abandon all of your claims, use `/abandonallclaims`, which must then be followed by `/abandonallclaims confirm`, for which you do not need to be within the boundaries of one of your claims.

- To view details of your claims or that of others, use `/claimslist`.

- When you are trapped inside someone else's claim and you have no permission to build yourself out, use `/trapped` to teleport out.

- Milady World players are granted 1000 blocks of claimable area, which increases by 50 blocks per hour of playtime, up to a maximum of 2000 blocks. This will be increased in the future as the server establishes its playerbase. Bonus blocks may also be given out by the team to specific players as reward.

- Milady World players are granted a maximum of two separate claims, which will be increased in the future, in the same vein as is done with the available blocks of claim area. This is done to prevent fervent squatting of land through creation of small claims peppered across a landscape, effectively preventing anyone else to create a proper build there.

- Claims only cost their horizontal area, expressed in Minecraft by the x- and z-coordinates. The y-coordinate boundary of your claim extends without cost to claim area depending on how far you've built either up or down within: although players cannot claim area underneath your preexisting claim, this feature allows players tunneling underground to not get hampered by a claim that might be present way above, but not extending toward their current position.

- You cannot overlap your claim with someone else's, nor can you make claims in areas where you are not supposed to, such as Spawn and The Hand. Think about it logically.

- Although there is nothing stopping you from creating claims directly adjacent to someone else's, or building imposing walls around their claim borders, I advise you to be a little sensible.

- Doors and trapdoors are not protected, although they cannot be destroyed by default by others, anyone can open them up to explore your home within your claim. This is done as to not curb the spirit of exploration fundamental to our vision of Milady World, see also the whitepaper for extensive explication.

- Tamed animals you own do not get transferred to another claim owner when they find themselves within such claim boundaries, i.e. you can ride your horse into someone else's claim and still be able to get on afterwards, as it is your horse. Because you are outside your own claim however, others can do so as well; your animals are not protected outside of your claim.

- Use `/trust <player>` to assign building permissions within your claim to a player, and `/untrust <player>|all` to relinquish all permissions from them. More specifically, `/accesstrust <player>` to interact with objects such as buttons, levers and beds; `/containertrust <player>` for interaction with the aforementioned but in addition any form of container, including chests, item frames, animals and crafting tables; `/permissiontrust <player>` to grant a player the ability to give their level of permissions within your claim to others; `/givepet` to give away a tamed animal; `/trustlist` to list the permissions for the claim you currently reside in.

• You can subdivide your claim into regions of differing permissions using `/subdivideclaims`, which changes your golden shovel to subdivision mode, and using `/restrictsubclaim` afterwards, so that the created subclaim does not inherit its parent claim its permissions. You can change your shovel back to normal claiming mode with `/basicclaims`. I suggest you don't try these features until you have an idea of how you can use them to your advantage.

Figure 27: Attempting to harm an animal that does not belong to me, within someone's claim. By default and also as seen here, it cannot be done.

4   Other details and server features

Aside from the `/spawn` command, there is an additional teleport available, sending you to the massive pvp arena that is known as The Hand, by usage of the `/pvp` command. Just like Spawn, you can teleport here anytime you like, so long as you are not in combat. See also Fig. 28 for an ingame map overview of the arena. More details, recapitulated in part from the whitepaper, follow below:

· Treefelling, allowing one to break down an entire tree from where the trunk has been cut, is enabled by default, and can be turned on and off with the `/treefeller on|off|toggle` command

· You can set a nickname by using `/nickname <name>`.

· You can send messages to other players using `/msg <player> <message>` and send them mail by using `/mail <player> <message>`.

· All block destruction from explosions, whatever their source, has been disabled. Explosions themselves are still present, as is TNT.

· Players can open iron doors and trapdoors by hand. Redstone signals are not hampered.

· Insomnia and phantoms are currently disabled.

· Enchanted items can be repaired at an anvil and thus do not have their enchantments taken away when done so.

· Tamed parrots will not fly off your shoulder when you jump or sprint; press shift instead.

Figure 28: A map of The Hand, a dangerous island wherein PvP is allowed as the only grand-scale region of its kind within the reaches of Isle of Milady. Featured in the journey on the Milady World opening, its relevance will only grow as more avenues present themselves in the future. It can be teleported to by usage of `/pvp`

5 Command reference list

Teleports

```
/spawn
```

```
/pvp
```

General commands

```
/rules
```

```
/help
```

```
/nickname <name>
```

```
/msg <player> <message>
```

```
/mail <player> <message>
```

```
/suicide
```

```
/kit claimtools
```

```
/kit starterpack
```

```
/treefeller on|off|toggle
```

Fun

```
/roll [integer]
```

```
/yearn
```

```
/milady
```

```
/metamask
```

```
/vibe
```

```
/charts
```

```
/creeps
```

```
/levelup
```

Claiming

```
/abandonclaim
```

```
/abandonallclaims
```

```
/claimslist
```

```
/trapped
```

```
/trust <player>
```

```
/untrust <player>|all
```

```
/accesstrust <player>
```

```
/containertrust <player>
```

```
/permissiontrust <player>
```

```
/givepet
```

```
/trustlist
```

```
/subdivideclaims
```

```
/restrictsubclaim
```

```
/basicclaims
```