

Modulous Player's Guide

Welcome to Modulous. Modulous (MOD-joo-liss) is a 1.8.8 Spigot Minecraft server.

This is the official Player's guide for Modulous.

This guide will help you to get around and enjoy Modulous to the fullest extent.

Note: <these> greater than/less than signs after a command, means to replace that area with your own input (text).

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Preparation

Before you can do anything, please read this guide, then take the server quiz. It gives you the member rank, which lets you run all of these commands.

To take the quiz do **/quiz start**.

To answer a question do **/quiz answer a/b/c or d**.

Section 1, Factions world

The main part of the server is factions. When you spawn, turn around and leave the spawn to enter the Factions world.

Find an unclaimed spot, do `/f create <your faction name>`. Do `/f claim auto` and walk around to claim your factions area. (Only claim land you will use, leave the rest for others) Do `/f map auto` to show where you've claimed.

When you're done claiming, do `/f claim auto`, and `/f map auto` (again) to turn the claiming and map back off.

Do `/f help` to see all of the faction commands you can use.

Note: If you're in the City/Creative world, do `/spawn` to return to the Factions world.

Section 1a, Jobs

In order to make money, which will let you buy things from the City, you need a job.

Do `/jobs list` to list the available jobs.

Do `/jobs info <job>` to see what you do, and how much money you make from that job.

Do `/jobs join <job>` to join that job. (You can have 2 jobs at once)

Do `/jobs leave <job>` to leave that job.

Do `/jobs help` to see all of the possible job commands.

Do `/bal`, `/balance`, or `/money` to see how much money you have.

Section 1b, Lockette

To assure your things are safe, you can lock your furnaces/chests/doors/material blocks using Lockette.

To lock something, place a sign right in front of the object you would like to lock (lockable items: gold/iron/redstone/diamond/etc. blocks, chests, doors, furnaces.)

Put "**[Private]**" on the first line without quotes. Click done. You've claimed that thing for yourself.

To claim someone else *and* you, make a sign again, put [Private] on the first line, on the

second line, put your username, on the third/fourth line, put whoever username for who you want to let access that object.

Visit the Lockette bukkit page to see all of the possible sign commands for Lockette.

Section 2, City

When you need to buy or trade items, or buy/rent apartments/houses, the City is where you want to go.

You can get to the city by going through the City Portal at spawn, or by doing the command **'/mvtp City'**

When you are at the City, you spawn in Telaco. There are two islands. Telaco and Bayview. Bayview is the downtown area that contains most large buildings.

To get to Bayview, enter the Metro station in Telaco. Buy a Minecart and ride it to Bayview. Alternatively, do /warp McDonald's to warp to the McDonald's in Bayview.

Here is a map of the City, use your browser to zoom in and look at the finer details.

[----> Click Here to See City Map <----](#)

Main attractions of the City:

Telaco:

- Visit CaJean Estates in Telaco to buy a house/empty lot!
- Visit the Telaco Mine to mine for materials!

Bayview:

- You can go to the McDonald's to order food from the Cashier.
- Head up to Franklin Avenue to rent out a townhouse starting at \$1500/3 real days!
- At the gas station, you can buy a horse to ride around town.
- The jail in the city is where you'll be staying if you get jailed.

Section 2a, AreaShop

When you visit CaJean estates, in front of the lot will be a [For Sale] sign. Right click the sign to buy that lot. Do **/sell <lot name>** to sell that lot back. (You can find the lot name on the second line of the [Sold] sign.)

At Franklin Homes, you can rent out one of the floors of each apartment. Walk in to the desired floor, and there will be a [For Rent] sign. Right click the sign to rent that floor for 3 days for the displayed price (Right click again to buy more rent time). To unrent an apartment floor, do **/unrent <lot name>**. (You can find the lot name on the second line of the [Rented] sign.)

NOTICE: When you unrent an apartment, everything in the apartment gets reset. Make sure to save your stuff in a different chest before you unrent.

Section 2b, Stables (Horses)

When you buy a nametag (from John Johannsen), name it, and apply it to your horse, that horse is now claimed. No one can ride it or steal its armor.

Some of the Stables commands are:

/stables addrider <username>: Let's someone ride one of your horses. After running this command, left click the horse you would like to allow that user to ride.

/stables delrider <username>: Deletes someone that was allowed to ride one of your horses. Left click the horse you would like to remove the user from.

/stables list: Lists the horses you own

/stables abandon <horse name>: Abandons a horse you own

/stables find <horse name>: Points a compass towards your horse's location

/stables tp <horse name>: Teleports to your horse's last known location

/stables summon <horse name>: Teleports your horse to you. (Make sure he/she's not on a lead!)

Section 3, Creative

There is also a creative plot world, that you can unleash your creativity in.

To go to the creative world, walk through the Creative Portal at spawn, or do the command **'/mvtp Creative'**.

Section 3a, Plots

When you join creative, there is a lot of pieces of square land. These are called plots. You can claim plots which will let you build in them.

To claim a plot, do **/plots claim**, to claim the plot you're standing on.

Do **/plots add <username>** to allow someone to build on your plot.

Do **/plots delete** to delete and unclaim the plot you're standing on.

Section 4, Miscellaneous

This section contains advice and commands that are not completely necessary to enjoy Modulous.

The below commands are just some useful commands that I thought should be included. To see all the commands that you can use in your rank, simply do /help.

Other commands list:

- **/ib hide**: Hides the info board on the right of your screen.
- **/ib show**: Shows the infoboard if you previously hid it
- **/sell**: Lets you sell the item in your hand
- **/sethome <homename>**: Let's you set your home (a teleport). You can have 2 homes set.
- **/delhome <homename>**: Let's you delete a home.
- **/helpop <message>**: Let's you message all online admins, useful if you need help/have a question.
- **/warps**: Lists available warps that you can warp to
- **/warp <warpname>**: Warps to specified warp location.
- **/tp <username>**: Asks a player if you can teleport to them, if they accept, you will tp to them.
- **/tpahere <username>**: Asks a player if they can teleport to you. If they accept, they will teleport to your location.
- **/tpaccept**: Allows someone to teleport to you, or allow someone to tp you to them.
- **/tpdeny**: Denies request for someone to tp to you, or for you to tp to them.
- **/back**: If you teleport/warp somewhere, running this command will teleport you back to where you were before you teleported/warped initially.
- **/pay <username> <amount (\$)>**: Pays someone money from your account
- **/afk**: Sets you away from keyboard, so people know you're away
- **/msg <username> <message>**: Messages a player

Section 4a, Staff/Ranks

To join staff, you need to visit the rank page on the website, and fill out the staff application. Here is a link to where you can take the application, **along with how ranks work**.

<https://www.modulous.tk/p/ranks.html>

GUIDE END

That's the end of the player guide. The guide contains all the answers that are in the newbie quiz.

If you think there is anything that should be added to the guide, please make a post in the "Server Suggestions" board on the forum.

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