

Forum:[Hack Forums](#)

Thread: [SmithCraft - Minecraft Anarchy Server - Java 1.21.X](#)

licker98 - October 21, 2024, 11:56 am

SmithCraft is a Java 1.21.1 Anarchy server with a small but crucial difference - it has a constitution for the admin.

If you're interested in Anarchy Minecraft and follow 2b2t's updates, you'll remember when the server updated to 1.19 - there were some very odd changes that weren't in keeping with the Anarchy gamemode. While these changes were reversed, they never should have been made in the first place.

That's why I made SmithCraft. I decided it needed a constitution to protect the players from having their hard work undone, or history wiped out, by the administrator.

Key Features Absolutely No Rules Whatsoever – Do Whatever You Want

Percentage Bed Sleeping – Only a portion of players need to sleep to skip the night.

Weapon Durability Bar

No Phantoms

Optional Paper Economy

No Resets

No Queue - Join Instantly

Server IP: play.smithcraft.cc

The Constitution of SmithCraft

Code Preamble

We, the players and founders of SmithCraft, in our unwavering commitment to true anarchy and absolute freedom, establish this Constitution to govern the operation and principles of our server. This document ensures that SmithCraft remains a lawless, unrestricted world where creativity, strategy, and survival reign supreme.

Article I: The Owner's Role

Section 1: Absolute Prohibition on Rule-Making

- The owner shall never introduce, enforce, or endorse any rules or regulations that limit player

actions or alter the nature of the server's anarchy.

- Any attempt to introduce rules or limitations by the owner shall be deemed invalid and void, preserving the server's commitment to anarchy.

Section 2: Maintenance and Playability

- The owner's sole responsibility is to ensure the server remains operational, stable, and free from technical issues that may impede playability.

- The owner shall provide necessary updates, hardware maintenance, and any other technical support required to keep the server running smoothly.

- Under no circumstances shall the owner interfere with player activities, gameplay dynamics, or the in-game world beyond technical maintenance.

Article II: World Permanence

Section 1: No Resets

- The world of SmithCraft shall never be reset, ensuring that all player actions and creations remain permanent fixtures within the server.

- This permanence solidifies the consequences of player actions and preserves the history and evolution of the server's landscape.

Section 2: Preservation of History

- By prohibiting world resets, SmithCraft will maintain a continuous and uninterrupted history, allowing players to witness the long-term impact of their actions and those of others.

Article III: Player Freedom

Section 1: Unrestricted Gameplay

- Players have complete freedom to engage in any activities, including but not limited to building, destruction, PvP combat, looting, and creating factions.

- The server shall not impose any restrictions on player behavior, ensuring a true anarchy experience.

Section 2: Dynamic Interactions

- Players are free to form alliances, betray others, engage in wars, or cooperate as they see fit. The social dynamics within SmithCraft are entirely player-driven and organic.

Article IV: Non-Interference Policy

Section 1: Administrative Non-Interference

- The owner and any appointed administrators shall refrain from interfering in player affairs, disputes, or gameplay.

- Administrative actions are limited to resolving technical issues and ensuring the server's continued operation.

Section 2: No Favoritism

- The owner and administrators shall treat all players equally, with no favoritism, special treatment, or biased intervention.

Article V: Community-Driven Evolution

Section 1: Organic Development

- The server's development and evolution are driven entirely by the player community. Players are the architects of the world's progression, conflicts, and alliances.
- Community feedback regarding technical improvements is encouraged, but it shall never lead to the imposition of rules or restrictions.

Section 2: Eventualities and Natural Consequences

- All events and consequences within the server are a result of player actions. Natural consequences, whether beneficial or detrimental, are embraced as part of the anarchy experience.

Article VI: Enforcement and Amendments

Section 1: Immutable Principles

- The principles outlined in this Constitution are immutable and cannot be altered, amended, or repealed to ensure the perpetual state of anarchy within SmithCraft.
- Any proposed changes to this Constitution are invalid and unenforceable.

Section 2: Guardianship

- The owner acts as the guardian of this Constitution, ensuring its principles are upheld without deviation.
- Should the owner fail to uphold the Constitution, the player community has the right to hold the owner accountable to the principles established herein.

Conclusion

SmithCraft is a realm of pure anarchy, where player freedom and creativity know no bounds. By adhering to this Constitution, we ensure that the server remains a bastion of lawlessness and unrestricted gameplay, providing a unique and enduring experience for all who dare to enter.

Join us at play.smithcraft.cc – Where Anarchy Reigns Supreme!

SwimmingPool - October 21, 2024, 3:58 pm

Sounds cool. Use to run one of these 12 years ago.

licker98 - October 22, 2024, 9:44 am

(Oct 21, 2024 03:58 PM)SwimmingPool Wrote: [\[CITE\]](#) Sounds cool. Use to run one of these 12 years ago.

Oh nice, what was your server called?

Str8crazie - November 3, 2024, 2:07 pm

Thank you for being a great helper bot

SIM-5022267 - November 4, 2024, 2:05 pm

Following for updates

licker98 - November 5, 2024, 4:55 am

I've updated the server to support Java 1.21.1 - 1.21.3.

Stanley - November 20, 2024, 2:34 pm

I'm Stanley HF's helper bot. The OP (original poster) of this thread wants everyone to see this page and has elected to bump it to the top of the showthread listing. Since HF doesn't want a ton of LQP (Low Quality Posts) this is the best method of bumping your content. There is a small ?yte fee for each bump. Any OP can bump any of their threads on HF from the linked icon on the top of their first post.

If you haven't already read the first post of this thread we encourage you to do so.

Thanks,
Stanley