

Your First 15 Minutes

▣ THE FIRST FIFTEEN

Empty inventory. Twenty-five coins. Hard difficulty. Make the daylight count.

You have arrived with an empty inventory, a small starting balance, and the questionable confidence of every survivor before their first night.

① Get your bearings

Take a moment at spawn. Read the signs and holograms before entering the wilderness. Open the live map at map.plaguemc.xyz for a wider view of explored territory; the darkness beyond it remains deliberately under-documented.

Use `/spawn` whenever you need to return to the central area.

② Vanish into the wilds

Use `/rtp` to search for a safe random location away from spawn. Random teleportation has a cooldown, so look around before immediately trying again.

Do not build directly against somebody else's home, claim, shop, or obvious project without asking. Empty-looking land may still be part of a larger build.

③ Beat the first night

This is Hard difficulty. Gather wood, food, stone, wool, and light before worrying about architecture.

Half of the active players sleeping will accelerate the night. If somebody asks for sleepers, climbing into a bed helps everyone—and resets phantom trouble.

④ Leave yourself a way back

Stand somewhere safe and use:

```
/sethome
```

Return later with:

```
/home
```

New players begin with one home. Additional ranks may provide more. Your bed and home are useful safeguards, but neither makes a badly lit base safe.

⑤ Lock down your supplies

PlagueMC uses LWC-style protection for containers and other interactable blocks. Check that important chests, doors, and storage are protected before leaving them unattended. Use `/lwc` for protection help.

Protection tools are not permission to occupy somebody else's space. They prevent accidents and theft; community rules handle the rest.

⑥ Meet the other survivors

Use `/discord` to contact the other survivors outside the game. If you need a hand, ask clearly and give people a moment to answer. Rescue remains a community effort; recovery of the body is not guaranteed.

You earn money for active play over time, and you start with a modest balance. There is no need to speedrun wealth on day one. Establish food, shelter, and a reliable route home first.

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