

(insert other chapters that used to exist here)

Chapter 6: bits & Bytes Vanilla

Length: ~10mins.

Timespan: December 2017 - February 2018

Narrator: TBD

Editor: TBD

Researched by: The Pixel Polygon

On December 15, 2017, a casual conversation about Minecraft was being held. It was here that some people were discussing what a theoretical bits & Bytes Minecraft server would look like. While no one really expected that a real Minecraft server would be up anytime soon, that same day, The Pixel Polygon would actually set up a brand new Minecraft server on Google Cloud. The server ran on 1.12.2 and immediately gained a large amount of traction as soon as it was opened to the public for the first time. In its heyday, most people resided in a single building on a hill. As time moved on, however, people began to spread out of this building into their own residences. Most people, though, settled close to this original building, an area which would later be known as "Whale City". While members were only able to play the world in survival mode, members of staff, and The Pixel Polygon were free to switch between survival and creative at their own pleasure. This led to highly accelerated development in infrastructure, and structures just plain expensive and difficult to build in a survival context, including the central station for the now-ubiquitous AirCS network. Not even a month after the server's launch, however, server attendance started to wane. Part of the reason was the rise of a modded server launched by former member of bits & Bytes, Lempamo. As interest grew in the modded server, activity on the vanilla server quickly deteriorated, to the point where The Pixel Polygon grew infuriated. On the 29th of December, 2017, the server was briefly shut down out of pettiness. However, the modded server was not stable enough to warrant that the server shut down for good. Out of regret for shutting down the server, a poll was hosted on Pixel Polygon Center, The Pixel Polygon's server, as well as bits & Bytes, to see if there was still interest in vanilla. Soon afterwards, on the 31st of December, 2017, the server was officially rebooted. However, this didn't last long either, as the server lasted for a mere 15 days before it was shuttered for good.

The server remained dormant for months. It was only until after bits & Bytes Vanilla 2.0 ended that the server would relaunch again. As part of the season finale to The Pixel Polygon's *Project: Aren* series, he quietly relaunched the original server and placed its IP address within a B-roll shot as an easter egg, in hopes that someone would discover it. Michael "TotalTowerTech" would eventually do so, and in a private conversation with Cameron, shared news about the server's existence, at which point the news had spread to everybody. By Victor's request, the server was turned into a fully-creative server. It was here that businesses and transit systems started to flourish more than ever, with some of the notable ones, such as Walnut and the SQTR system, emerging as reimaginations of their bits & Bytes Vanilla 2.0 counterparts. A new minigame was developed, called the AirCS race, where players raced to every AirCS station and then back to central. New towns were built, and transportation was now expanding more than ever. But that eventually raised a concern. Over time, expanding transportation infrastructure made up for most of the server's activity, leaving city development and innovation essentially behind in the process. Not helping matters is that everybody was beginning to develop their own cities, which killed the whole point of residency. These two factors led to the server shutting down in October 2018. This move ended up disheartening a lot of people, so around this same time, the orbis. server was launched as a private server supposedly separate from bits & Bytes lore. This server would end up shutting down around early January 2019, however, it would end up relaunching the same day as "UniCity" by Alee. However, new projects under the UniCity brand would end up leaving the original creative server off to the side, as the "Legacy" server. Eventually, this, too, would end up being shut down after a few months due to declining interest, instead favouring new endeavours. It wasn't until April 2021 that Victor would decide to relaunch the server for a brand new AirCS race, after which point the server remained online as a creative server.

Chapter 7: bits & Bytes Minecraft

Length: ~25mins.

Shader: Sildur's Vibrant

Timespan: February 2018 - August 2020

Narrator: TBD

Editor: TBD

bnbmc2 (Researched by Andrew, Luca & Royce, only partially complete):

On July 15, 2018, people started having talks about making another Minecraft server. The next day, bnbmc2 started. [[Messages](#)] Victor hosted the server this time, since he had

enough money to run the server. There was a poll for which version of Minecraft bnbmc2 will use. Out of the 11 votes, most wanted to use 1.12.2. [\[Messages\]](#) Vehicles weren't added during bnbmc2 due to it being more of a vanilla experience. [\[Messages\]](#) At 5:06am UTC, the server finally launched. You initially got a set of stone tools. The world spawn was in a desert, by an ocean. [\[Messages\]](#) In the beginning, the server faced some trouble staying online, as it ran out of memory frequently. [\[Messages\]](#) This was soon fixed, and buildings started emerging in the first city called "Sunflower City". It was located between a swamp and forests. Some of the longest surviving structures include Royce's "Little House" [86, 213], an unknown stone brick building beside it (which has been repurposed as a nether portal) [77, 220], the public bulletin and the public farm beside it (known as "Clock Square") [80, 200]. The last two continued to get expanded and still marked the town center until the server's end. An economy was introduced with dollars as currency. On the 18th, a new city was built by Inkydink, called "Inkytown". It only ever saw few people living there, so most buildings were for commercial purposes. The AirCS transit system, which was already popular on the first Minecraft server, started construction on the 20th, codenamed "Project: Aren". At this point a few private transit systems were also being created, but AirCS was going to be maintained by the community. On the 21st a new bot was introduced to link the Minecraft and Discord chat together. The same day two new cities called "Contemporary Valley" (owned by Victor) and "Right Valley" (owned by Right Angle Productions) started construction. [60, -1683 and 85, 382 respectively] The former was home to the Supermarket, a printing press, an old-school mob farm, some homes and other buildings, the latter was only home to four buildings with a population of 2. Around this time a member called "Carver" started silently digging an underground city under Sunflower City. Because he did this without telling anyone, an argument began. [\[Argument Start\]](#) Carver was defeated and got demoted from his position at the city council. [\[Near Argument End\]](#) The AirCS project continued to expand with a central station being built east of Right Valley, connecting the 3 lines to Sunflower City, Inkytown and Contemporary Valley. During this time though, the server's usage continued to decline, as people started getting burnt out. The server hit 1000 in-game days on the 1st of August. For this occasion multiple members built a firework show. Due to its declining usage, people started suggesting a fresh start for the server again. On the 8th of August a poll was made, whether or not the server should be reset. 71% were in favor, so the server's map reset on the same day. [\[Messages\]](#) The server's economy was disabled this time. After the reset had gone through, however, there was very little interest in the server, so eventually, the server finally shut down for good.

bnbmc3 (Researched by Andrew & Luca):

After the decline and drama during bnbmc1.1, members still wanted a new Minecraft server. There were a lot of ambitious plans about bnbmc3 from people [\[Messages\]](#). Since the staff team didn't want bnbmc3 to go bad, they decided to restrict people to make cities, limit the plugins, limit making business, and limit suggestions for the server. The next day, it was launched. Members join the server. The launch of the server was very strict. The first few hours went fine. Later when Inkydink went AFK and built himself a little "safe house", AShifter decided to troll him by putting gravel on the top of it, which eventually caused the server to shut down. Overall, the server launch itself was a failure due to restrictions, overreaction, getting diamonds early, and miscommunication with the staff. bnbmc3 was marked as the shortest bnbmc ever, it lasted for 4 hours.

bnbmc4 (Researched by Luca, only partially complete):

A new bnbmc server was first mentioned on the 14th of January 2019, gaining more attention over time leading up to its launch [just search bnbmc4]. Between the time of the server starting and people first being allowed to join, a minor argument already began [\[Messages\]](#). This server would be run unlike any other server that had come before or after it. Instead of a free-for-all, where people were allowed to claim land and declare sovereignty, a highly-centralized government was formed around all staff members and a select few people. All cities, including residential buildings, were built by staff and a handful of players prior to the server going public, starting on the 5th of March. The server ended up being officially launched on the 13th of March.

bnbmc5/Q (Researched by Luca, only partially complete):

On the 22nd of March 2020, as a lot of countries around the world were in lockdown due to the pandemic, Blake suggested starting a new Minecraft server to pass time using AstralMod's suggest command. After a bit of talking, it was settled that bnbmc5 should just be a vanilla game with a few small plugins, most of which were developed in-house to replace specific plugins, such as EssentialsX. [\[Messages, Continued\]](#) A new name for the server was also brought up, being bnbmcQ. It was hosted by Victor again. A lot of talk about an economy system, transport and other rather controversial things ensued. After a few days of testing the server, it was finally launched officially on the 25th at 15:12 UTC. [\[Messages\]](#) Even though the server was upgraded shortly before its launch, it began lagging massively as soon as enough people joined. One of the first buildings was a communal tree farm built by Vrabbers. A few residential buildings were built around it. [this is all based off of memory, I did not look for the world download yet]

bnbmc6 (Researched by Luca, only partially complete):

This server started on the 16th January 2021 and is still running as of writing. [\[Messages\]](#) This server focused on a faction system with an economy, with every player getting a credit of 2000\$ at start. Some parts of the game were locked-down in the beginning, to avoid killing interest too soon by running out of things to do, which the previous servers suffered from. bnbmc6 also featured a spawn area with rules and information. Due to this area not being protected, it was soon enough partially destroyed by mob damage. Soon enough the first players started to collect essential resources. [info **missing**] On the 3rd March it was announced that the end dimension would finally be enabled, though this never actually happened. Around this time a new global warming plugin was added, which simulated emissions (and by extension, rising water levels) from furnaces. [\[Messages\]](#) The server's plugins would continue to be updated, with the last announcement being from the 8th March. Despite the efforts, the world only ever got populated sparsely and interest dropped soon enough. As of writing, this server is still online, though online players are a rarity now.

Spinoffs (Researched by Luca)

Luca's server

On the 3rd of March 2018, in between the demise of bits & Bytes Vanilla and the launch of bnbmc2, a rather unsuccessful server was launched by luca009. Because of its unofficial nature, it also received its own Discord server. Nothing much happened with it though and most details are lost to time.

Aren's modded server

On the 8th of August, the same day as bnbmc2's map reset, Aren launched a modded server. The mods included Baubles, Botania, Chisel, ComputerCraft, Thermal Dynamics, Thermal Expansion, Thermal Foundation, Thermal Innovation and Tinkers' Construct, among others. [\[Messages\]](#) This server seemingly silently shut down for good on the 27th of August 2019, being one of the longest running servers, despite its relatively small player base.

Chapter 9: Present/Recap

Length: ~10mins.

Timespan: August 2020 - Present

Narrator: TBD

Editor: TBD

Researched by: Luca

After the first one, a new AirCS race was announced on the 4th of April 2021 [[Messages](#)]. 18 people originally wanted to be part of the event, though only 9 actually took part. The race started on the 24th at 17:00 UTC. However, the server was unable to handle the player load, so the actual starting time was 17:48 UTC. [[Messages](#)] The 1st place went to vicr123, who finished at 18:45 UTC. [[Messages](#)] The follow-ups were ThePixelPolygon, luca009, LemonJelle, Royce551, endeavourOS, alee14, Vrabbers and in last place Clygro. The server hosting the race continued to stay online, where players would build new train lines and airports. Therefore the server became known as bnbmc 1.2. This was also another reason for bnbmc6's downfall.