

# Minecart Rapid Transit Closure FAQ

October 25, 2021

It is with a heavy heart that we announce the likely closure of Minecart Rapid Transit in late 2022 or early 2023. This was not a decision we arrived at lightly, and is something that we recognize will have a strong impact on virtually everyone. Please take the time you need to take care of yourself and process the news.

This FAQ has been developed based on the questions that were asked immediately following the announcement. We will release updated versions in the coming months based on additional questions and as decisions are made. Staff have been directed to point questions to this document, so please **carefully** read this document **before** asking further questions about the closure plan.

We are being intentionally slow in shutting down operations so that we can honor the accomplishments we've had together and so that we can give everyone time to make their own exit plans. Unless there are circumstances that require us to accelerate the timeline, we intend to give everyone several months' notice when the final closure date is set.

## Table of Contents

<b>A. Why the server is closing</b> .....	<b>2</b>
<b>A1. Why is the server closing?</b> .....	<b>2</b>
<b>A2. Can I donate to keep the server going?</b> .....	<b>2</b>
<b>A3. Did you consider alternatives to closing the server?</b> .....	<b>3</b>
<b>A4. What's the deal with transferring legal ownership?</b> .....	<b>3</b>
<b>B. General timeline and service closure</b> .....	<b>3</b>
<b>B1. When will the server close?</b> .....	<b>3</b>
<b>B2. Will Discord remain open after Minecraft shuts down?</b> .....	<b>3</b>
<b>B3. Will the website and wiki remain online?</b> .....	<b>3</b>
<b>B4. When will you start working on the timeline and closure plan?</b> .....	<b>3</b>
<b>B5. Will member applications close before the server does?</b> .....	<b>3</b>
<b>C. World downloads</b> .....	<b>3</b>
<b>C1. Will there be a final world download?</b> .....	<b>3</b>
<b>C2. Can I download my towns?</b> .....	<b>4</b>
<b>C3. Can I import the world to another multiplayer server?</b> .....	<b>4</b>
<b>C4. How big is the world download?</b> .....	<b>4</b>

<b>D. Existing process continuity</b> .....	<b>4</b>
<b>D1. Will GSMs and ISMs continue?</b> .....	<b>4</b>
<b>D2. Will moderator nominations continue?</b> .....	<b>4</b>
<b>D3. Will city rank promotions continue?</b> .....	<b>4</b>
<b>D4. Will non-city town reviews continue?</b> .....	<b>4</b>
<b>D5. Will events, MRT lines, and other projects continue to happen?</b> .....	<b>4</b>
<b>E. Community spin-offs and community managed services</b> .....	<b>4</b>
<b>E1. What happens to Discord servers that aren't officially managed (MRTTS, MPOs, etc)?</b> .....	<b>4</b>
<b>E2. Can we band together to take communal ownership of the MRT or Discord?</b> .....	<b>5</b>
<b>E3. Can we start our own Minecraft server?</b> .....	<b>5</b>
<b>E4. What happens to community-managed projects like MRT RapidRoute?</b> .....	<b>5</b>

## A. Why the server is closing

### A1. Why is the server closing?

In short, because Frumple is ready to move on and there is no one suitable to replace him as the long-term server owner. The longer answer walks through our decision process.

As a part of Frumple returning to manage the server, he mentioned that the last 6-9 months have made it apparent how much time and energy is required to run this community, and that he has determined that it's no longer worth it to continue running the community in the long term. Even with a decently-sized team of staff, Frumple has historically been very involved in day-to-day operations.

Chief has stepped in to manage day-to-day operations for the last few months while Frumple has been on a leave of absence. However, Chief is not in a position where he is willing or able to take over long-term ownership, for several reasons including Chief's IRL responsibilities changing quickly and the complexity of transferring assets to the United States. The other admins are also in a similar state of life transition and generally being busy.

This means we either would need to find someone *outside of the admins* to replace Frumple as the server owner, or the server would need to close when Frumple is no longer willing to be involved with running it.

### A2. Can I donate to keep the server going?

Supporter contributions will be accepted for the foreseeable future, however **finances were not a factor in our decision**. We have an amazing deal on our server expenses (it only costs about \$2.00 a day to run the place), and profit is not our primary objective.

A3. Did you consider alternatives to closing the server?

Yes (see the longer explanation to A1 for details).

A4. What's the deal with transferring legal ownership?

Minecart Rapid Transit is registered as a Canadian business entity for liability and tax reasons. Fully transferring the ownership interest to someone else is a legal and financial headache, especially if the recipient is outside of Canada. International tax law is a mess, especially if one party is in the United States (like most of the admins are). We estimate that it would take at least \$5,000 to get everything properly transferred.

## B. General timeline and service closure

B1. When will the server close?

The timeline for server closure has not yet been announced. The **most likely** scenario is that we will close the Minecraft server in late 2022 or early 2023.

B2. Will Discord remain open after Minecraft shuts down?

Yes, though only for a short period of time. It will eventually either switch to read-only mode or will be closed completely. We will announce the specifics along with the rest of the timeline once they are decided.

Discord requires a moderation team to keep the conversation safe and respectful, and it doesn't make sense to keep our staff team together just to moderate a Discord server.

B3. Will the website and wiki remain online?

No, they will also be shut down as a part of this process. Details will be announced once they are decided.

B4. When will you start working on the timeline and closure plan?

Likely in spring 2022 (so, around April or May). We'll announce details as soon as we have them. If you haven't heard any details from us, it means we haven't decided anything yet.

B5. Will member applications close before the server does?

Yes, we are currently planning on closing member applications about a month before the server closes. We don't want new members joining with a couple days to go, only to have the world pulled out from under them.

## C. World downloads

C1. Will there be a final world download?

Yes. We will post a regularly-scheduled world download in February or March 2022, and there will be a final download of the world taken shortly before closure that you'll be able to access. Details on when and where the download will be available have not yet been determined.

## C2. Can I download my towns?

Yes, as long as your intended use is in compliance with our standard world download license terms. If you're downloading to use the world in singleplayer, there are no restrictions.

## C3. Can I import the world to another multiplayer server?

Our standard world download license terms **do not** allow you to use the full world in another multiplayer server without Frumple's permission. That said, any buildings that are your original creations are your property that you can do whatever you want with. In other words, you can extract a skyscraper you've made in your own town and import it to another server.

## C4. How big is the world download?

Uncompressed, the world download is about 100 GB.

## D. Existing process continuity

### D1. Will GSMs and ISMs continue?

Yes, GSMs and ISMs will continue on their regular cycles until about one month before the server closes. We will give plenty of notice once we determine the date of the final GSM. We may adjust the rules of topic submission to Section 5 (Community Issues), and we will provide any announcements and updates at these meetings as deadlines approach.

### D2. Will moderator nominations continue?

Yes, though these will likely be closed several months before the server is closed.

### D3. Will city rank promotions continue?

Yes. We will close these around the same time that we close member applications (about a month before the server closes).

### D4. Will non-city town reviews continue?

Yes. We may stop these before the server closes, or we may allow them all the way until the end. We have not made a decision on the specifics of this process yet.

### D5. Will events, MRT lines, and other projects continue to happen?

Yes. We will review these at every GSM and ISM as they are submitted. Please continue to submit these as normal.

## E. Community spin-offs and community managed services

### E1. What happens to Discord servers that aren't officially managed (MRTTS, MPOs, etc)?

It's up to the individual Discord server owner to decide what to do after the main server closes. We won't verify MRT membership after Minecraft closes, so server owners may want to establish some other membership criteria if they choose to remain open.

E2. Can we band together to take communal ownership of the MRT or Discord?

No, this has been ruled out by Frumple due to the complexity in determining legal responsibility and because Discord requires a single point of contact as a server owner.

E3. Can we start our own Minecraft server?

There's nothing stopping you from creating a brand-new community from scratch. We would ask that any recruiting efforts be held off until the MRT approaches its own closure, so that we can all celebrate our accomplishments together.

If you do choose to start your own server, for legal reasons we would ask that you do not use the name *Minecart Rapid Transit*, our logos and branding, or our world map (with everyone's buildings on it; you're welcome to use the same seed if you'd like).

E4. What happens to community-managed projects like MRT RapidRoute?

It's up to the individual project maintainer to decide what to do with their projects going forward. Please contact them directly for more information.