

Yoachtlan lore and the lore of the Civilization genre

## Prologue (play every vid)

This is the chronicle of the history of Yoahatl, a Minecraft community that has lasted almost 11 years, going from server to server. In light of the new CivClassic server closing down and the community looking for a new server, I decided to make these videos to help people understand the history of the Civilization genre through the lens of a 11-year multi-server Minecraft empire. Interviewing Mia, one of the oldest members of the Yoachtlan community, I discovered the story of Yoahatl, and very closely intertwined, the story of the civilization genre. In this series of videos, I will go over the history of both, ranging from the start of the Yoahatl community on the server of Melonia, the eventual collapse of the Melonian server, and its move to CivCraft. Get ready for virtual politics, war, and the collapse of a world.

## Video 1: Xephos: The birthplace of Yoahatl

On the first of the Minecraft servers, everything was essentially chaos. It was a very new game, and new world, and no one really knew how to play this kind of game. First, it was very loosely organized, with people doing their own thing, mining, crafting, and building what they pleased. Over time, groups of players coalesced into tribes [S.H.Y. 1] and eventually the tribes of Xephos became “Kingdoms” of around 7-10 individuals. As the continents of the world of Xephos became more and more populated, even reaching up to 200 concurrent players at a time (an absurdly high amount in the early days of Minecraft), the server became divided into two large groups, the Wayon-Dot, a large American Indian-based Kingdom, and Texacoco, a Spanish-speaking Mesoamerican based kingdom which is believed to be based in rural Mexico. The two nations were constantly at war. Few large battles were ever waged, but raids, structure griefing, and other such harassment tactics were awful for any normal player caught in the middle.

Through this age of constant war, a charismatic and skilled player known as Eoahatl became quite prominent, gaining near-unified support as the undisputed ruler of Texacoco. With his newfound power, he set about to end the era of warfare between the two nations and to lead it to prosperity. With his retinue, he ruthlessly cut down the various raider-lords who had set up their bases in nearby towns that they oppressed. With that, he gained control of his region, and then set his sights on making peace with Wayon-Dot. In the meantime, he consolidated his rule by building a mighty castle in an island which he named Huron, after the Great Lake. Eoahatl reached out to another prominent player in Wayon-Dot, Wichita. Wichita held considerable influence within Wayon-Dot, but was not as unanimously accepted as ruler as Eoahatl. Looking to consolidate his rule in his region and expand his personal influence, he agreed to negotiate with Eoahatl and discuss a merger. Bringing his own men, Wichita met with Eoahatl on the island of Huron, with the congregation of players witnessing the discussion being known today as the “Huron Army”. After this discussion, the two agreed to merge the nation of Wayon-Dot and Texacoco into the Empire of Wayon-Dot, with Texacoco serving as the name of its capital. With this merger, many were not happy with the sudden unification of age-old enemies, but all dissenters were either forced to assimilate or driven out of the country. Under the united rule of

Eoahtl and Wichita, trade and construction flourished, and many kingdoms followed their example and conglomerated into empires.

With that, came the first true test that the Empire of Wayon-Dot, the predecessor to Yoahltl encountered. To the east, there was rising a warlike empire known as the Empire of Tordesillas, also known as the great eastern Torde, which made its presence known by systematically ravaging and conquering empire after empire. Within their own continents, their reign of fire and diamond overtook the Japanese-based kingdom, the Roman-based kingdom, and the Spanish/Portuguese-based kingdoms. But even as they conquered more and more land and began to act aggressively towards the western region that people of Wayon-Dot resided, no one took any mind, having long been safe under the watchful eye of Eoahtl and Wichita. That would soon change, as the eastern Torde launched an invasion so swift, so skillfully planned out, that there was no attempt from Wayon-Dot to even launch a proper counterattack, but instead were summarily ground under the Torde's heels, like so many other kingdoms. Only Eoahtl, Wichita, and a small war party of 8 or so managed to survive the lightning-quick raid, but underequipped and still in shock from the force of the raids, they were in a bad position. Eoahtl, working under the notice of the Torde, reached out to the various conquered leaders, slowly organizing a plan, naming the group the **Yoahltl** revolutionaries. Moving weapons and people under the cover of the off hours. They adopted the tactics of the Torde, meticulously scouting out the on and off hours of the Torde, their tactics and patrol patterns. Soon, a plan coalesced into a massive attack that, with a single chat message, was launched in unison. First, they went after the resupply points of the Torde, the chests, the bunkers, and such, and then every single Torde and Torde-aligned player was ruthlessly butchered and subsequently spawn-camped. There was no mercy. Tordesillas was overrun in a single day, and the strength of the Torde was shattered. In this fighting, Wichita and the Yoahltl revolutionaries proclaimed Eoahtl as the first Chieftain of Yoahltl.

However, this came at a great price. Deeply upset with the fighting that had plagued the server, decided to close Xephos down once and for all. The server was in ruin. The staff reflected and decided that it was time for Xephos to end. Many players began to leave the server but those most loyal to Eoahtl and his new Yoahltl stayed until the very end. He knew the server was coming to an end but it didn't have to be the end for Yoahltl. Eoahtl decided he would also leave; however, before he left, he gave leadership to his most trusted friend, Wichita. He told Wichita to make sure Yoahltl kept going and not to give in or give up and make sure Yoahltl was something of meaning. And so Wichita accepted the burden of being the new chieftain of Yoahltl and led the people of Yoahltl to a new server and settled. This ended the first, turbulent age of the Yoahltlan.

## Video 2:Nomadic spiritualists: The Wandering Times (Nodus was not encountered until E.C)

With the dissolution of the Xephos server, most of the players disbanded, including the first chieftain Eoahtl, but before he left he handed control of Yoahltl to Wichita, who took the server in a new direction. While Eoahtl was best know for the excellent

administration and battle tactics, Wichita was much more of an intellectual, a philosopher, one who preferred the symposium and the college to the barracks and the battlefield. In the place of castles and palaces, he built forums and a community where deep philosophical issues were discussed. During this time, he earned the name “the Shaman King”. As the community migrated from server to server, Wichita soon came across the Third Chieftain of the server, Quahtl, who at the time was a new user playing under the username “yyyyaaa”. Under Wichita’s tutelage, Quahtl learned the craft of statesmanship and how to keep a community together as a server begins to degenerate into chaos and constant war. Soon, Wichita also left the position of chieftain, as he had to go to college. With that, he passed the role of Chieftain to Quauhtl, and soon after, Quauhtl led the Yoahtlans onto a new server.

Refer to Era of Wichita in SHY

[https://mcplayers.fandom.com/wiki/Nodus\\_\(Griefing\\_Client\)](https://mcplayers.fandom.com/wiki/Nodus_(Griefing_Client))

### Video 3: The Crystal Age

With Quauhtl as the third Chieftain, he set out to find a new home for the community. He finally settled down in a factions server called Halybrd. Traveling eastward, The Yoahtlans came upon a river surrounded by a jungle. They traveled along the river until they came upon a clearing of plains between the jungle and two mountains. And it was there they set up camp. This settlement would be what was the first formal use of the Mesoamerican-influenced style of building. It was a small town with a stone stone brick pyramid dedicated to those in Xephos in the middle. And Yoahtl would prosper there for a time.

But despite the pleasant times, it was still a factions server. And since Yoahtl had not been on a factions server before, Yoahtl was unfamiliar with the style of play on the server and unfortunately neglected to learn more about it. Inevitably, they were attacked by men with enchanted weapons and armor. The raiders laid waste to Yoahtl as Yoahtl had very few enchanted items of their own. It would have been the end of the city had a few mods not come to their assistance. The mods flew through the sky raining arrows upon the raiders and succeeded in driving them away. The mods then bid the Yoahtlan farewell and continued about their business.

Yoahtl continued with daily life until the server underwent a map reset. But for Yoahtl, it was just like a new server. And although it was new, it felt familiar to the Yoahtlan. Just like when they first joined the server, the Yoahtlans journeyed for several hours onto the direction of the rising sun. After traveling across large tracts of land and several oceans, the Yoahtlan came upon an island with a jungle/plains area at the foot of a very large forested mountain on the banks of a small sea. Here, they founded a new city and named it Tlaloc after the Aztec god of water and rain.

Halybrd had also grown causing the population of Yoahtl to grow much larger and quicker than it ever had before and due to this new influx of people, the Yoahtlan culture and it’s ideals began to flourish among it’s people. These people also contributed to the Yoahtlan style of architecture and after some time the style improved and became more unique to Yoahtl. Then, for the first time since the days of Xephos, Yoahtl had more than one settlement.

Civilization started spreading all across their remote island to the desert in the east and the plains to the south. The city in the desert was named Aztlan and Tikal was in the plains. Yoahtl also used this time to adopt and use the factions plugins of the server itself.

With this renaissance of the Yoahatlan practices, the Yoahatlan had stepped out of their nomadic ways. Yoahtl became much more "Civilized". The factions plugin was used to help govern how power was distributed among the settlements and the beginnings of a government structure began to form. Yoahtl soon had a member count of around 30-40 at this time and soon became the top faction on Halybrd. While halybrd was larger than it was before, it was still smaller than most other servers. This prompted the first warriors to be trained in Yoahtl.

These warriors were aided by the fact that Yoahtl could now mass produce enchanted diamond weapons and armor. Quauhtli allowed himself to think Yoahtl had found a home where it could continue to grow and be a meaningful community. For another month, they had fun, debated, and continued to prosper. Thus, the Yoahatlan time up to here in Halybird was dubbed "The Crystal Age".

## Video 4: The War of Horses and the end of the Crystal Age

The time of relative peace ended when people started to see pixel art and towers being built near Tlaloc. Upon investigation they found that a new faction had sprung up in the plains west of Tlaloc. This faction called "Mytltpny" had seized control of the western part of the island. This was the first time Yoahtl had ever encountered such a large amount of bronies, or bronies in general. Several Yoahatlan were very uncomfortable due to the massive pixel art next to Tlaloc and how close the faction was on a whole. To try to settle matters, the first diplomatic mission met with the bronies of Mytltpny.

The two parties met in the bronies' base of Tuton. They first discussed why Mytltpny had chosen to settle in the lands next to Yoahtl. The bronies claimed they had found the land before Yoahtl. From this point the negotiations went sour as the bronies insisted the land was theirs. This angered Yoahtl as a whole, especially Quauhtli. Yoahtl asked them to leave the island but they refused. This caused Yoahtl to declare war on Mytltpny.

Yoahtl sent five fighters to secure the outer areas of the land claimed by Mytltpny and claim all the land surrounding them using the server's "power" plugin. It was there that the fighting began. More citizens of Yoahtl were drawn into the fighting which moved from Tuton to Tlaloc. Because of the power plugin dictating that each time a faction member was killed, it subtracted power from the faction; the fighting was very high-stakes. But while Mytltpny had diamond armor and weapons like Yoahtl did, Yoahtl had all of these items in reserve as well so Yoahtl could handle losses.

The fighting took place for about two and a half hours. It ended when Mytltpny no longer had the resources to fight Yoahtl equally without losing too much power to their claims. This battle was dubbed "The Battle of the Horse". After the battle, the Yoahatlan were able to claim land surrounding the Mytltpny claims. In this land, Yoahtl constructed an obsidian wall surrounding their claims and despite the fact the brony HQ which was a floating room constructed of iron and gold blocks with a water elevator on the bottom.

The construction of these walls lead to the siege of Tuton. The siege lasted four days. Small skirmishes took place during that time which Yoahtl won. Yoahtl used this power to claim more of the pixel art and set it aflame. On the fourth day Mytltpny mounted an assault with

about seven people at a moment when Yoahltl only had five citizens available to defend. These numbers allowed Mylittlpny to initially take back some of the land. However, more of the Yoahtlans came online and then Mylittlpny was outnumbered twelve to seven. The Yoahtlans were able to kill enough of the bronies to claim more pixel art and assault the HQ. The Yoahtlans managed to fight their way up and flood and spawn camp the Mylittlpny HQ. By then Yoahltl controlled the rest of Mylittlpny's claims. All of the Yoahtlans cheered as they removed the blocks and broke into the chests. Soon they were burning the remainder of the pixel art. After that, the faction owner of Mylittlpny disbanded the faction. It was a clear and decisive victory. After the fighting, and after the ugly buildings and pixel art were removed, and since the Yoahtlans' claims were there, Tuton became a settlement of Yoahltl. Many Yoahtlans moved into the city and fixed it up into a respectable place and Tuton became a symbol for the Yoahtlans' dominance of the island. With this city joining the previous three, Yoahltl reached fifty citizens.

After the war and the annexation of Tuton, Yoahltl reached new heights of wealth. So much wealth that the pyramids of Tlaloc were adorned with diamond, gold, iron, and lapis blocks in elaborate designs. It also spurred the creation of a new palace and enchanting building. This also led to the formalizing, mapping, and naming of regions within Yoahltl's claims. All was well and peaceful for another month until a new update and new map which marked the end of the Crystal Age.

The sudden reset of the map led to many players of Halybrd to leave because of all the lost progress. Many of those players were Yoahtlans. The server was different following the reset. The factions' plugins were gone and it was announced that Halybrd would be converted into a zombies survival server. Zombies spawned too much for any one group to settle and it became clear Halybrd would not last. Yoahltl sought a new home as before. Quauhtli was extremely disappointed. And once more, Quauhtli and the Yoahtlans traveled to a new server.

## Video 5: EndlessCraft

At this time, it was generally known to the Yoahtlans that Minecraft and all of its servers were generally violent places by now. So when seeking a new home, they looked for a server that was large enough for them to not only enjoy a good growth; but to have space and room to build peacefully and keep themselves a secret. Quauhtli was not a very patient figurehead at this time; and the moment they found a candidate they pulled forth full steam ahead, onto a server called EndlessCraft.

It should be known that while Yoahltl held itself in high esteem in regards of ideals and distinct culture; they were not very good at establishing what kind of server to go to overall. It is because of this, they'd discover that EndlessCraft was a rabidly pvp-focused server; and it is because of this hard-learned fact that would force Yoahltl to take a isolationist (but ambitious) policy.

The moment they made it into the Spawn-Area of this brave new world, they found themselves in a dog-eat-dog server; far more violent than what they had suspected, let alone what they had seen in Halybrd. It seemed as if the moment someone left the safe-zone of the spawn; they would instantly be hit by an arrow, no matter the distance, and die. What groupings Yoahltl had, had to muscle through the wall of death to get to a safe distance enough to set a home safely and TPA the others who had died to the new locations. Once that had been done they ventured forward for many hours, to the point it almost seemed like a day. The heading was the same as always, to the rising sun; through ocean, forest, and hill. Yoahltl would eventually hit

a coast that seemed to endear widely to both sides; and boldly sailed forward through for many more hours of pure ocean. But excitement was in the air; where there should have been boredom and tiredness, there was an electricity in the air and fluttering in their bellies. Their fingers held steadily on their 'W' keys; staring blankly into the screen; lost in the thoughts of what was to come and to be achieved in the hearts and lands of what would soon be Yoahtl; out there somewhere.

Eventually they hit land, and at the very moment they did; they stayed. A whole continent, isolated from anything or anyone who played in Endless; besides the Yoahatlan. The land was promptly named Ixilitlon and swiftly make-shift houses were built and progress had earnestly began. It was sand, as it was a mixture of both beach and desert; it was to be that many of the buildings to come will and would be built with sandstone, but with an attempt at the Huehuetlic design produced in Halybrd. Attempts at a nostalgia of Tuton was made, with grand to minimal success; it changed overtime. However at the sametime; everyone had kept to the idea of being very quiet, absolutely no public chat until what could be recognized as a city could be made; and no TPA's to those they did not know or trust. It was a wise policy.

This continued for a week and a half, and we slowly grew from from finding and observing those on the main continent and spawn who did not typically fought or mostly indulged in building. It was through this Yoahtl would grow to become a sprawling metropolis of comparable server iterations in the later future, and by now Yoahtl would soon become a major name on the list of top factions in EndlessCraft. EndlessCraft was a PVP-factions server, and as such ran on the factions plugin; those being noted on plugin-based notoriety based on member count, as well as rhetorical notoriety that would spread across the server; and while Yoahtl was keen on avoiding attention, it couldn't be help as their ambitions outweighed their caution. Slowly Yoahtl began to move away from it's fear-driven caution; and more-so into it's Halybrd moldings. As they built higher towers, greater aesthetics, and far more houses for far more people; they began to notice new houses built in various parts of the continent to which they called home.

## Video 6: The Second Wayon-Dot

After investigating the sudden new residencies popping up across the continent Yoahtl called home; they have discovered that several brand new factions have been established on said continent. Many of which had been founded by people who had friends in Yoahtl, but whom of which did not necessarily want to \*live\* in Ixilitlon. Many others also came from abroad from the main continent of Spawn to avoid the constant warfare and toxicity, and to be apart of Yoahtl's dream of a peaceful and productive game-time, and like the others; did not want to live in Ixilitlon. And as Ixilitlon grew, so did the neighboring factions of the continent over the coming days and weeks. The ideals of the Huehuetlic culture quickly spread throughout the span of the continent through its new neighbors; save the aesthetics and culture of Ixtlilton. The Yoahatlan saw these new entities as opportunities rather than competition than what they had in Halybrd and they all grew close to Yoahtl and in turn; to each other. Roads were built, trade and

bartering was made; and the dream Yoahltl had envisioned became closer to fruition; they were good times.

By then, the continent Yoahltl called home became a hub of hope; a stark contrast to what could be offered at the main continent of Spawn. And furthermore it's more hopeful peers became envious of what Yoahltl and its neighbors can offer. Yoahltl had become once again become a major power in the eyes of the server at large and it became very hard to cloak. Each new faction within the continent held its own aesthetics, build style, and focus; but held with them the ideals of the Huehuetlico. All went well; and Quauhtli would think to the stories told by Wichita; the story of Yoahltl's Origins and the Empire of Wayon-Dot. Quauhtli saw the opportunity to make reality a new Wayon-dot in the continent Yoahltl called home and went about asking the faction leaders of each faction in the continent; A great meeting was held atop the first pyramid of Ixtlilton. The talks began as Quauhtli explained the history of Yoahltl and its importance; and after much agreement, the final agreement came into realization as it would be agreed that all factions upon the continent would be apart of Quauhtli's new Wayon-Dot, and so aptly named was their home continent. Made up of several bases and towns of the continent; they would defend each other and trade amongst each other with open arms knowing it will flow back to one another eventually. The second Wayon-Dot was established, and it was good.

There were many new smaller factions scattered across Wayon-Dot; Yoahltl of course being the more prominent of them. However among those outside of Ixilitlon, a particular few stood out from the rest; those of which who had carved a particular niche and style within Wayon-Dot. First being the "Assassins", the second largest faction in Wayon-dot. The Assassins's name was an accident, but it's niche and way in Wayon-dot was anything but; for they grew quickly from its very conception. The houses and buildings of Assasins were completely oaken, with small exceptions of cobblestone. They lived in the southern parts of the continent along a taiga/tundra coast overlooked by great mountains and cliffs. They took focus on the ranged part of PVP; always taking part in Archery competitions as well as a "navy". They used small wooden boats as per Minecraft would allow, but they had become good enough at archery that they could shoot a targeted boat with little miss or mistake and they were particularly potent in the water on boat. Then there were the "XPShniks"; a opportunistic and trade-enriched faction that was located further inland to beyond the mountains and hills of Assassins and a way's away from Ixilitlon's sands. The XPShniks; while not as numerous as Yoahltl or Assasins, held the concept of trade amongst the factions on the continent highly. It was because of this that they'd quickly become the more wealthy part of the continent. This was

coupled for their focus on PVP involving wolves and their love for creating massive structures. Their base was small; but it was made up of large circular towers that started small from the bottom, and larger the higher they became; made from stone bricks. They would scour the continent for any wolves to tame and bring them back to their towers where; whole war parties made up of 4-8 wolves led by one tamer armed with a bow and whatever the best armor and sword he/she could get. All they did was build, trade, train, and gather more wolves. The people of Wayon-Dot were happy and all those dwelled within it enjoyed a time of relative peace and harmony with each other; free from worry from the Continent of Spawn; at least for the time being.

## Video 7: Prelude to War

Nearly two months of undisturbed peace and growth in Yoahltl; and now Wayon-Dot. For nearly a week now; most of the denizens of Wayon-Dot had grown accustomed to the new day-to-day business of a peaceful existence in their slice of EndlessCraft. The Yoahltlan themselves within the walls and pyramids of Ixtlilton were not akin to the level of violence one would typically see on a server such as EndlessCraft; having wisely chosen to be secretive at the very beginning of their settlement. Those who were came to deaf ears, as they'd bunker and adorn spaces with walls of obsidian and water in their parts of the continent. And it would be known, that they too; held a wise policy. Unbeknownst to the Huehuetlico of Wayon-Dot. a conflict on the main continent of Spawn; was about to end.

For months, even since before Yoahltl's arrival; a brutal conflict was being waged on main continent of Spawn; waged against a divided and feudal populace. A faction by the name of "DeathPunch" was founded for an unknown amount of time before Yoahltl's arrival to E.C and they too; like Yoahltl, were different. However; unlike Yoahltl, they were unique only in their unparalleled ferocity and toxicity. Governed by anger, ambition, and a rooted child-like happiness to which they soaked from the destruction of those they encountered; and the concept of total domination. They were not like the raiders of Spawn; they were far more ambitious and by far more driven to conquer. And woe drew from those who could not see their blind evil or their blind ambitions. For there is a story behind their inception and their rise to power. And it started and ended from a player named "Inmysovietrussia". (*NOTE FOR SEPARATE TYPE 1*)

By this time; DeathPunch had not only managed to grow a following and become the second largest faction of E.C; but had also managed to gain near total domination of the



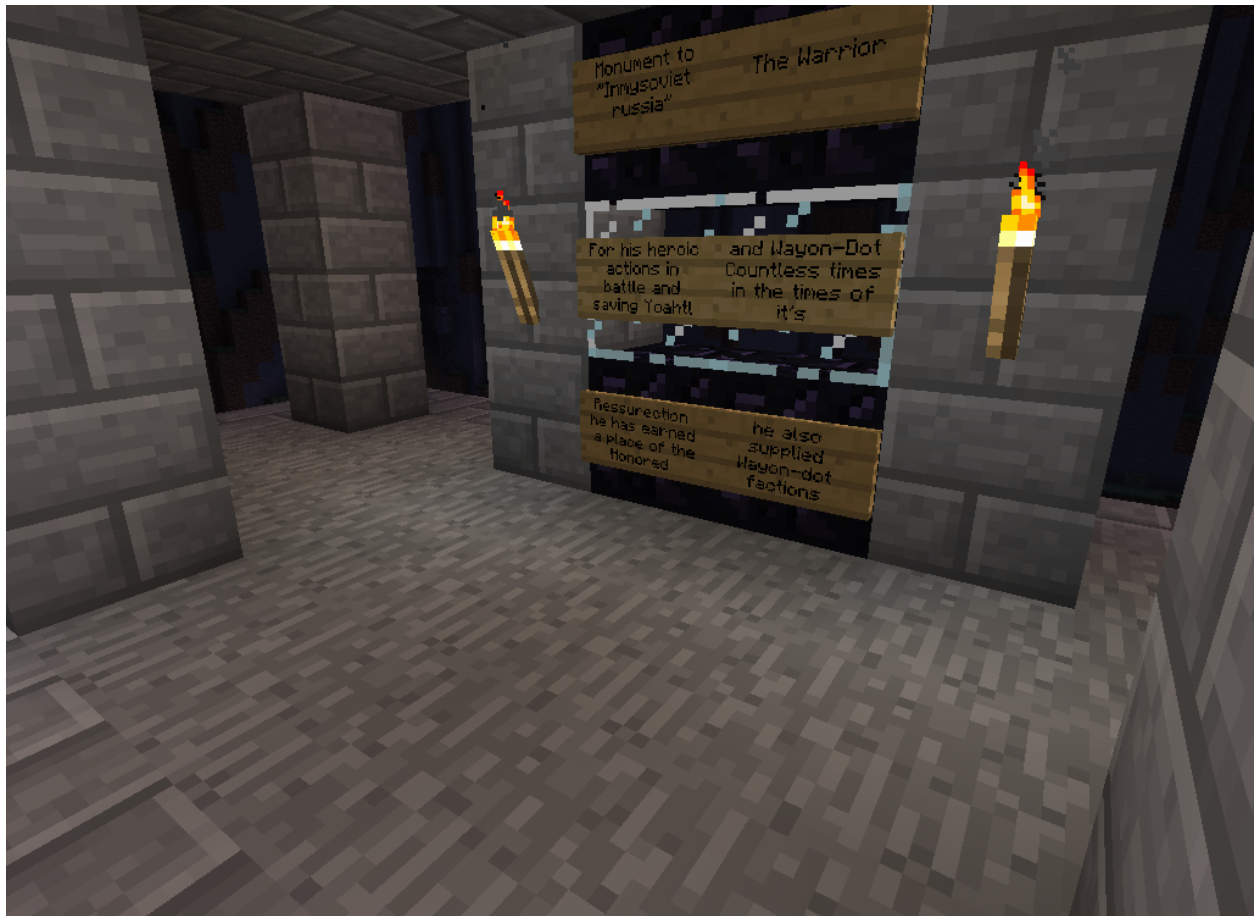
Continent spawn by violently incorporating factions into a loose confederacy of sorts; while those they saw as threats, they had simply wiped out. However this was not done by skill alone; for they had something that put them far ahead the other feudal factions of Spawn. A client-based modification called "NODUS". NODUS was by all means; a hacking software, and gave great power to those who used it; especially in a server where staff cared little to none of the goings-on of the server overall. And it was because of this; a mediocre group of raiders turned into the dominators of Spawn with many to boot. And when they had conquered Spawn; there was nowhere else to go but Wayon-Dot. Ofcourse at this time; Yoahltl was all but oblivious to what was happening; too busy and content with what they had built in Wayon-Dot. Not until it was far too late.

## Video 7: The King of Warriors: Inmysovietrussia

**Video 1: The server of Melonia: rise of an empire:** The story of Yoahltl begins nearly 11 years ago, almost since the official launch of Minecraft, on one of the earliest servers created, Melonia. But this wasn't a civilization server, per se. It operated by factions rules, with all of the rules of factions: landclaims, buyable spawners, and all of that. This was a huge server by the standards of the time. At the peak of its popularity, it boasted of nearly 200 players. And it was here that Yoahltl emerged from a small community into a server-wide empire so large it could literally influence the decisions of the admins.

The first large community created by Yoahltl, back in 2011-2012, was a town called Popectlan, a colony situated in the base of a lake inside of a mountain. Popec/Popectlan is a bit of an important name in Yoahltl's history as it was used alot in melonian history to symbolize

beginning. Here, you can see a monument to those who fought for Yoahthl in the Great E.C War.



Video 2: The Yoahthlan Empire and the fall of Melonia

Video 3: The Cold Wars and the last Great (cold) War of Melonia

Video 3: Move to CivCraft

;Comment: This was during 2.0. Yoahthl did not have the capacity for large scale projects during this time. And BG wasnt yoahthlan yet.

Video 4: Yoahthl Reborn: Migration to CivCraft 2.0 and the construction of the intercontinental rail