MCTopia on Roblox: a guide for the people building it

For Cody, for developers joining, and for community members who want to add to the world. Written 2026-11-26.

Read this first. As of this writing the experience has never been opened in Roblox. It was written on a machine that cannot run Roblox Studio and checked against a stand-in. The first person to press Play will find things that are wrong. That is expected, and section 3 is the list of what to look at.

Roblox Studio's menus move between versions. Where this guide names a menu, it is from memory, not from a screen: if it is not where the guide says, search Studio's settings for the phrase.

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1. What this is

A Roblox experience in the Quillverse. Players arrive at the **TEK8 Nexus**. Eight **Rainbow Roads** reach out from it, one for each faction. A road is exactly as long as its faction's players have made it by **scribing**: typing words. Nothing else builds the world, and nothing is for sale.

What a player can do today:

THING	WHAT IT IS
Choose a faction	Coin, Fire, Earth, Air, Chaos, Ether, Water or Order. What you scribe builds that faction's road
Practice	Scribe a line. Scribed well, it is also a vote for that line; each faction's gate shows the line it has scribed most
Scribe Race	Up to six racers on one text. Every 7th mistake banks a flower to send at whoever is ahead
Hechizos	1,261 Spanish spells in 25 themes, shown or hidden
La Mesa	The Table. Report play away from the screen and a seat appears at the Nexus for each person who was there

Three ways to scribe: a keyboard; a gamepad (flick the stick toward one of eight letter groups); a touch screen (tap the same groups).

The half-and-half rule. At least half of the time we spend with games should be spent creating, not only consuming, and at least half away from the screen. If not, we risk being controlled by what we consume. (From a conversation between Solomon Enos and Cody Lestelle.) This experience is a tool for building a table big enough for everyone. When you add to it, ask whether what you are adding helps people make things and meet at tables.

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2. Launch it in Studio (Cody, first time)

You need a Windows or Mac computer with Roblox Studio and your Roblox account.

1. Get `mctopia-roblox/build/MCTopia.rbxl` onto that computer.
2. Open it in Studio (double-click, or File → Open from File).
3. Open the **Output** window (View → Output) before anything else.
4. Press **Play** (F5).
5. Read the Output window. Red lines are errors. Copy all of them and send them back before going further: one error at start-up can stop everything after it.
6. If there are no red lines, walk the checklist in section 3.

To let progress save while you test in Studio: Game Settings → Security → **Enable Studio Access to API Services**. The place must be published once (step 4.1) before this setting exists. Without it, the game still plays and tells each player their progress will not be saved.

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3. First playtest: what to look at, in order

Each line says what "broken" would look like. Note what you see for every line, even "fine".

1. **Output window on Play.** Broken: red errors.
2. **Where you appear.** Broken: you fall forever, or the floor is a wall, or a coin on edge. Right: a dark round floor with a golden light at the centre.
3. **Can you see?** It is night on purpose. Broken: black on black.

4. **The menu bar** at the top: Race, Practice, Hechizos, Faction, La Mesa, Settings. Broken: hidden under Roblox's own top bar, off-centre, or not clickable.
5. **Practice.** Press it; a panel with a line of text appears. Type. Broken: nothing happens until you click the panel; letters lost or doubled; "click here" never goes away.
6. **Does the server agree?** Finish a line. Right: a notice with "+… XP" and the XP number on the player list goes up.
7. **A race alone.** Race → Start. Right: you are moved to a track high above, a countdown, the text appears, your character slides forward as you type, and you are set down at the Nexus when you finish.
8. **Leaving.** Join a race and press Leave. Join again, start, and stand still for 25 seconds: you should be let go.
9. **Walk a road** from a gate to its end sign. Broken: you snag on each step, fall through, or the surface flickers. Stepping past the end drops you back to the Nexus: intended.
10. **Faction.** Choose one at a gate and from the menu. The bottom-right line should name your road. Can you read the signs over the gates?
11. **Hechizos.** Open it, scroll, pick a theme. Plain letters must work for accented ones.
12. **Seven mistakes** in Practice: the flower's face. Then Settings → Flowers → Calm, and make seven more: there should be no face.
13. **La Mesa.** Open it; report a table; look for seats round the wooden table by the centre.
14. **A phone.** In Studio's device emulator choose a phone in landscape. The letter wheel should appear beside the text. Then join a race: nothing should cover the text.
15. **A gamepad**, if you have one. Flick the left stick to scribe; A is the space, X is any punctuation mark, Y sends a flower, B closes.
16. **Two players** (Test → Start with 2 players). Race each other; one makes seven mistakes and sends a flower. Leave and rejoin: is your XP still there?

Send back: the Output text, and for each number, what you saw. Screenshots help.

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4. Get it live

1. **Publish privately.** File → Publish to Roblox → create a new experience. Keep it **Private**. Decide now whether it belongs to your account or to a Roblox **group**: a group makes it far easier to share the work and any earnings later, and moving an experience afterwards is awkward.
2. **Turn on saving** (section 2, last paragraph).
3. **Test with a few people.** Game Settings → Permissions: invite collaborators by name, or set it to Friends.

4. **Fill in the maturity questionnaire** (Creator Dashboard → the experience → Content Maturity). Be accurate. The flower is a **jump scare**: Roblox's guidance lists jump scares under its strongest fear category, which raises the label. If you want the youngest players in, there is a build without the fright: in `src/shared/Config.luau` set `Config.ATTACK_STYLE = "ink"`.
5. **Go public** when sections 3 and 6 are clean.

Rules Roblox had in force in late 2026, as gathered by a research agent on 2026-11-25. No person has re-read the pages, so **confirm each on Roblox's own site before relying on it**:

- An unrated experience cannot be played by the public.
- Publishing to under-16s needs an ID-verified creator account, 2-step verification, and an evaluation period.
- No links or directions to anywhere outside Roblox, except Roblox's own Social Links.
- Nothing that reads as asking for donations.
- Text one player writes for other players to read must pass Roblox's text filter. This experience shows none, on purpose.

Sources: `docs/papers/mctopia-roblox-patronage-economy-review-v1.md`.

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5. Keep developing it

There are two kinds of thing in this experience, and they live in different places.

KIND	LIVES IN	CHANGED WITH
Code and text: the rules, the race, the roads, the spells, the prompts	files in `mctopia-roblox/src/`	a text editor, then Rojo
Made things: models, scenery, sounds, pictures	the published place, in Studio	Studio

The one rule that keeps them from destroying each other: after the first publish, stop opening `build/MCTopia.rbxl`. That file is rebuilt from the code alone; it contains nothing anyone made in Studio. Open the published place from Roblox instead, and bring code into it with Rojo.

Bringing code into the live place (Rojo)

Once, on the Studio computer:

1. Install Rojo 7.7.1 (github.com/rojo-rbx/rojo, Releases). Put `rojo` on your path.
2. Get the `mctopia-roblox` folder onto that computer (a private git repository is the right way; see section 8).
3. In that folder run `rojo plugin install`, then restart Studio.

Each time:

1. In the folder: `rojo serve`
2. In Studio, with the published place open: the Rojo plugin → **Connect**.
3. Edit files in `src/`. They appear in Studio as you save.
4. Play to test. When it is right: File → Publish to Roblox.

Rojo only touches what the project file names: the scripts, the remote events, and four lighting settings. Everything else in the place is left alone.

Checking code before it goes in

On a machine set up with the tools in `README.md`:

```
scripts/check.sh
```

It runs the unit tests, plays pretend players through the real server and client scripts, plants 44 bugs to prove the tests would notice, checks every property name against Roblox's own definitions, and type-checks. It cannot see what anything looks like. Studio is the only judge of that.

Where to change common things

TO CHANGE	OPEN
Any number: speed limit, flowers per race, countdown, XP rates, table limits	`src/shared/Config.luau`
The practice and race lines	`Quilltangle-Pixie-Parable/shared/elemental-prompts.ts`, then regenerate `src/shared/Prompts.luau`
The Spanish spells	`mctopia-demo/src/lib/spanish.ts`, then regenerate `src/shared/Spells.luau`
How XP becomes a road	`Quilltangle-Pixie-Parable/shared/road-state.ts` first, then `src/shared/RoadState.luau`. `tests/parity.sh` fails until they agree
The layout of the world	`src/server/World.luau`
Menus and panels	`src/client/Main.client.luau`
How scribing feels	`src/client/Scribe.luau`, `src/shared/Radial.luau`

6. Community-made assets

This is how the world stops being one person's.

What the game will pick up today, with no code change

In Studio, in the published place, make a folder in **ReplicatedStorage** called `Assets`.

PUT THIS	HERE	WHAT HAPPENS
Models, parts, lights: trees, statues, lamps, a hut by a road	`Assets` → folder `Decor`	Copied into the world where you built them, every time a server starts. Build it in the Workspace where you want it, check it, then drag it into `Decor`
A `Sound` named `Note`: one short, plain, single note	`Assets` → folder `Sounds`	Scribing becomes audible: each correct letter in a streak plays the next note up a five-note scale, and each octix answers a tap with its own note

Where things are, in studs (y is up, and **negative z is north**):

- The Nexus floor is a disc 62 studs in radius, its top at y = 0, centred on (0, 0, 0).
- Roads start 60 studs out and run to 530. Each is about 11 wide. Keep scenery off them.
- Directions: Water north, Order north-east, Air east, Coin south-east, Fire south, Earth south-west, Ether west, Chaos north-west.
- La Mesa stands at (0, 0, 26). The race kiosk and the Space Opera portal are 34 studs out, to the north-north-east and the south-south-west.
- The race arena is at y = 300, above the Nexus.

What needs a developer

Ask, and say what you made: a new shape for the octix or the gates; a sound for each faction; music; a creature; a place at the far end of a road; a new game at the Nexus. These need code, and they go through section 5.

Words

New practice lines, corrections to the Spanish, spells in another language: these are text files, not Studio assets. Send them to whoever keeps the repository. A list of words in a language should come from someone who speaks it.

Before anything is accepted

Whoever keeps the place checks, for every contribution:

1. **Whose is it?** Made by the person offering it, or free to use with the licence named. Nothing lifted from another game, film or brand.
2. **Consent.** The maker agrees to it being in the experience. For a child, a parent or guardian agrees too.
3. **Credit.** How they want to be named, or not named. Not a full real name for a child.
4. **Roblox's rules.** No text, link or picture pointing outside Roblox. Nothing the maturity label does not cover. Uploaded sounds and images go through Roblox's own moderation and can be refused.
5. **Weight.** A model with thousands of parts will slow phones. Ask for a lighter one.
6. **Does it work?** Play with it in. Walk every road. Run a race. Try it on a phone.

Keep a record of each: what, who made it, the date, the answers to 1 to 3. A sheet in `docs/` is enough.

Nothing here is paid

There are no purchases in this experience, and the ways to share Robux with contributors changed in 2026 (the "donation booth" pattern no longer exists). Do not promise anyone Robux or money for a contribution until that has been worked out properly. The paper `docs/papers/mctopia-roblox-patronage-economy-review-v1.md` has what is known.

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7. From the table back to the game

The game is meant to be half of the play at most.

- **In Roblox**, La Mesa shows a short sheet to copy onto paper by hand, and takes a report of time spent playing away from the screen.
- **On the web** (beta.mctopia.timeknot.com → Space Opera → La Mesa) a player can download a whole Table Kit: a printable character sheet, the TEK8 Learning Lotus, the Rainbow Roads as a map, cards to cut out, a table log, spreadsheets, and 3D-printable models. Roblox does not let an experience hand out files, which is why that half lives on the web. The web kit currently prints the web game's world, not this one's.
- **What tables make should come back.** A card drawn at a table, a creature, a rule, a song: section 6 is the way in. Ask every group that plays what should change in the digital world, and write it down.

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8. Not done, and known to be missing

- **Never run in Roblox.** Everything above section 2 is untested there.
- **No sound yet**, until someone adds a `Note` (section 6).
- **One road per faction.** The Quillverse has 42 roads; how XP fills five elevations of each direction has not been decided.
- **Roblox XP and quillverse.org XP are separate.**
- **Players cannot write lines for each other.** That needs Roblox's text filter and a ruling on what younger players may write.
- **The folder is not in version control.** Put `mctopia-roblox/` in a private git repository before a second person touches it. Until then a mistake cannot be undone.
- **Publishing from the command line** (`scripts/publish.sh`) is untested.
- **Open questions for Cody** are in `docs/QUEST-LOG.md`, item 10 of "Waiting on Cody".

9. Where to read more

FOR	READ
How the project was built and checked, entry by entry	`DEVLOG.md`
Tools and the check script	`README.md`
Why scribed words build the world, and what of the GDD is not here yet	`docs/papers/mctopia-roblox-worldbuilding-v1.md`
The letter wheel	`docs/papers/mctopia-roblox-radial-input-v1.md`
Roblox's rules on money, age and text	`docs/papers/mctopia-roblox-patronage-economy-review-v1.md`
The half-and-half rule and La Mesa	`docs/papers/quillverse-table-praxis-v1.md`