



As another year comes to a close, it's time for the second iteration of the annual year-in-review! 2021 has been a very challenging year not only for Mistral Network, but for the world as a whole, so let's take a moment to reflect on the last 12 months, to remember how we got to where we are today, and to look at the next 12 months, to learn what's in store.



Probably the most prominent moment of the year was during March, when OVHCloud's Strausburg facility burnt down, destroying the server that hosted the network. So much infact, that PotatOWisp even created the MCFire emote commemorating it (which quickly became the most used on the RavsCraft Discord server).

After we learned the network was a total loss, we wasted no time in securing a replacement server, and rebuilding the network from the ground up, releasing the Temp Survival server only a week after the network went down (I'm still not sure I'm fully recovered from the lack of sleep during that week)!

After a short break, we started working on the third edition of the Network, which we released on our second anniversary, 11th May (not 5th November as Spiff believed..)



After countless hours of work, we finally released The Yogscast Community Network V3.0! With this came a bunch of new features we'd been wanting to add to the network, but hadn't been able to with how we'd set the network up before. This is the version that's currently available to join and play!

Since the release, we've slowly been adding and tweaking things, doing what we can to make the network more enjoyable and offer something unique to us!

Shortly after we relaunched, this was when we rebranded from Yogscast Community Network to Mistral Network.



Once we were back up and running, we reached out to The Yogscast, as we were using their name & branding in ours, so we wanted to make sure they were okay with that, and offered to partner with them to make the YCN official.

However, after a long chain of emails, the outcome of our negotiations wasn't in our favour, and The Yogscast requested we no longer use the term "Yogscast" in our branding, nor the yogs.net domain. We had the option to revert back to "The Yognau(gh)t Community Network" or pick a different name, and after discussing it amongst ourselves, we arrived at the name Mistral Network, with our new logo designed by SoftmintSheep.

We chose Mistral, because it was distinct enough to be separate from The Yogscast, but was still a nod to their Shadow of Israphel series (Mistral City), to honour our origins.



Back in July, I announced I would be gone for an unknown amount of time (which turned out to be around 4 months) due to personal reasons. During this time, Mojang released 1.17, but Mistral wasn't updated until October, once I was able to set up my PC again, and spent my free time after work building the update.

In November, I returned fully to working on Mistral, having moved into my own flat and changing jobs, which gave me more time, and have started development of the 1.18 update (and to keep me working on it, I'll be streaming the development).



And that just about concludes the review of 2021!

I'd like to take a moment to thank the Mistral Mod Team, who've really stepped up in my absence these past few months, especially SoftmintSheep, Sunxy and Ooppen, without whom, I doubt Mistral Network would still be going!

Also, I'd like to thank Surveillance, our system admin who keeps the server ticking along, he's been with us since the start, and without him, I'd have given up on server management long ago!

And finally, You! Without all of you playing on Mistral Network, we wouldn't be here!

We've got a lot planned for 2022, including the launch of Mistral Events, releasing a new and improved website, and especially the 1.18 update! We've also got our third anniversary coming up, which we'll have to celebrate properly this time without a fire getting in the way!

Thank you for joining us for 2021, and we'll see you all next year!

Nairdwood & The Mistral Network Team