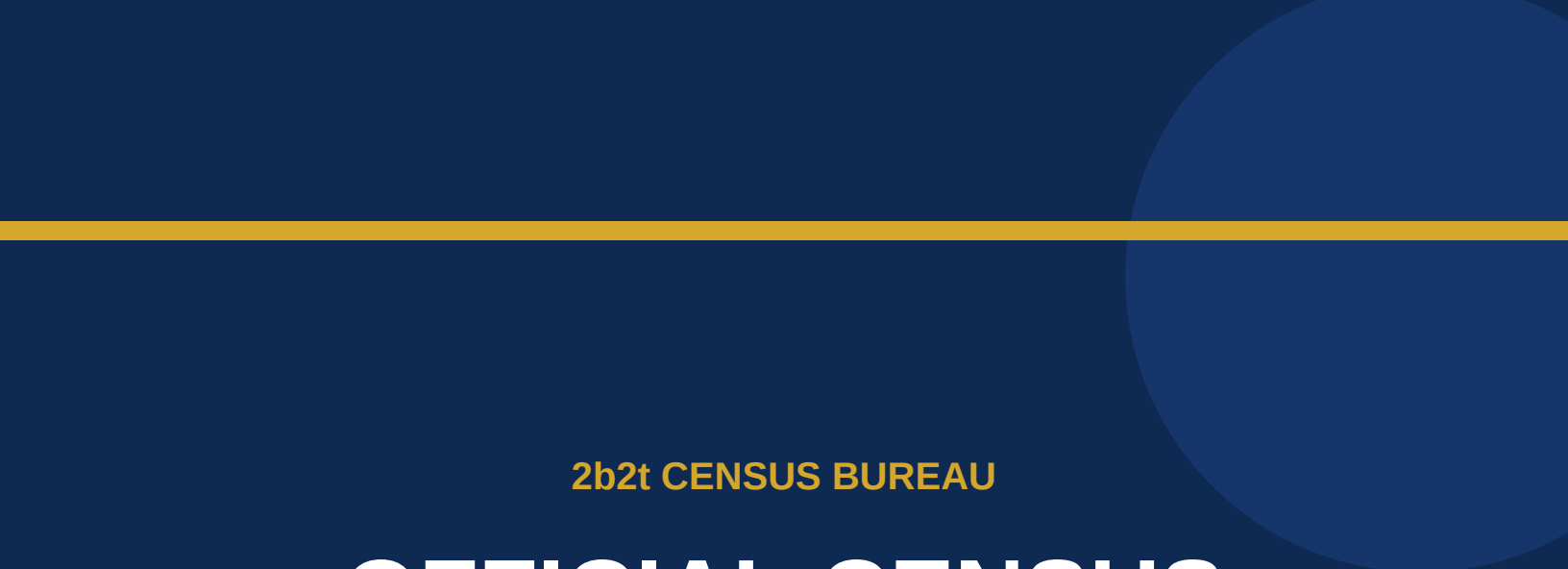




2b2t CENSUS BUREAU

OFFICIAL CENSUS

2025

The State of the Oldest Anarchy Server

Results compiled January – February 2026

Table of Contents

Introduction & Methodology	3
How Did You Hear About the Census?	4
Gender	5
Continent of Residence	6
Age	7
Year of First Join	8
How Often Do You Play?	9
Priority Queue	10
Proxy Software	11
Primary Utility Client Used	12
All Utility Clients Used	13
What Players Look For in a Utility Client	14
Minecraft Accounts Owned	15
In-Game Wealth	16
Group Membership	17
Primary Group Membership	18
Full Group Membership	19
Bedrock Support Opinion	20
Best Base of 2025	21
Best Event of 2025	22
Best Group of 2025	23
Best Base/Stash Hunter of 2025	24
Best Builder of 2025	25
Best Content Creator of 2025	26
Best Group Leader / Community Figure of 2025	27
Best Griefer of 2025	28
Best Map Artist of 2025	29
Best Programmer of 2025	30
Best PvPer of 2025	31
Most Influential Player of 2025	32
Best Overall Player 2025	33
Credits	34
Appendix A: Primary Group Membership (N≥4)	35
Appendix B: Full Group Membership (N≥4)	36

Introduction & Methodology

Welcome to the 2025 2b2t Census. This survey and analysis cover activity throughout the 2025 calendar year and were conducted in January and February 2026. A total of 786 submissions were received: 746 through the main English-language form, along with 11 through a Spanish-language form, and 29 through a Chinese-language form. We also released a Russian-language form, but no one used it. Of those 786 submissions, 594 were validated, accepted, and analyzed (75.57%). This is a decrease from the previous census's acceptance rate of 94.87%.

Responses were filtered for the following reasons: being entirely or mostly blank, being a duplicate (in which case one of the respective duplicates remains in the dataset), having no listed Minecraft username and Discord tag, reporting a join year of 2026, or clear and excessive un-serious responses (e.g. age of 420, 10000000000 dub stash, etc.). Additionally, some responses were individually checked, such as players reporting Pre-June 2016 join dates.

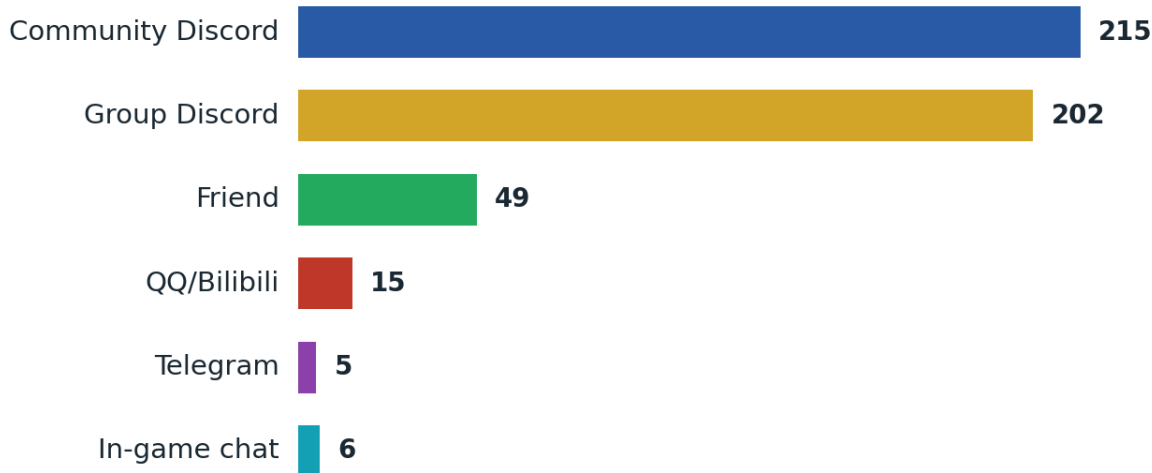
We also found strong evidence of data manipulation in the completed surveys, evidenced by questions related to groups, events, and superlatives. These included events and bases from 2020-2023 topping lists - largely voted for by players joining in 2024 and 2025. Upon digging deeper, we found a large number of respondents posing as others by assuming the in-game names of others but substituting their own Discords in. We found others listing names of Minecraft accounts that have never existed. In other words, clearly falsified responses. As the intention appeared strongly to influence the superlatives section at the end of the census - rather than the other portions - we will be separating that into a separate survey moving forward in order to better protect the integrity of the demographic data, and also to speed up processing time.

And on the topic of processing time, also, it is late September. This release took longer than intended for a number of reasons which we have addressed to ensure it never takes this long again. These measures include separating out the superlatives, improving question design, placing more emphasis on up-front data validation, and bringing on several additional people into the data processing process.

ADDITIONAL NOTES

86.5% of participants are male, 50.4% are from North America & 35.0% are from Europe, the median age is 20, 27.5% of respondents joined in 2025, and 80.8% are members of a group. The rest of the data is influenced by these factors and others, accordingly.

How Did You Hear About the Census?



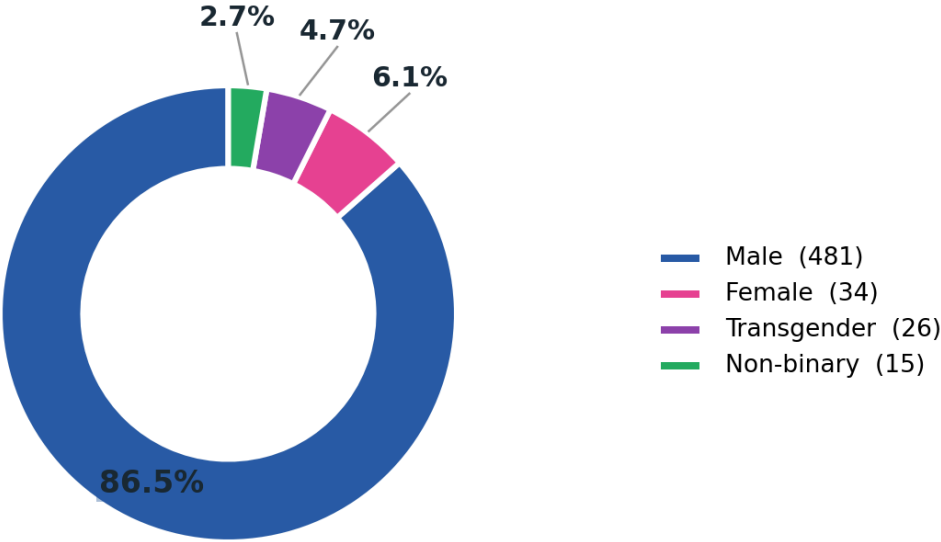
How did you hear about the census? N = 492

Community Discord servers and group or faction servers together accounted for 84.8% of all submissions: 215 responses came through community servers and 202 through group-specific channels. Friends referred a further 49 respondents directly, though we did not track through which platform they did so.

The Chinese-speaking community was reached almost entirely through QQ and Bilibili, and curiously, though there were no responses on the Russian-language form itself, some of the Russian-speaking community was still reached through Telegram with the English-language form.

It's worth noting that because the census reached players so predominantly through group and community Discord servers, players participating in these communities were substantially more likely to be made aware of the census than solo players who kept to themselves.

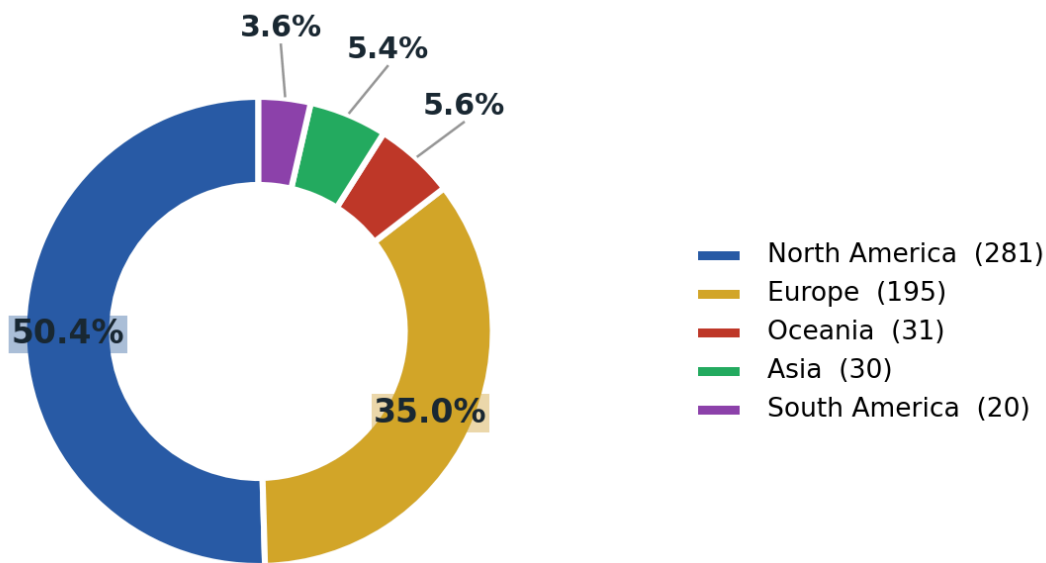
Gender



What gender do you identify as? N = 556

Males make up 86.5% of respondents at 481, down slightly from 87.9% in 2024. Female players account for 34 (6.1%, down from 6.4%), transgender players for 26 (4.7%, up from 3.4%), and non-binary players for 15 (2.7%, up slightly from 2.3%).

Continent of Residence



What continent do you live in? N = 557

North America (281 respondents, 50.4%) and Europe (195, 35.0%) account for 85.4% of the playerbase, both up marginally from 2024's 49.4% and 34.0%. No respondents identified Africa as their continent of residence.

Age

18

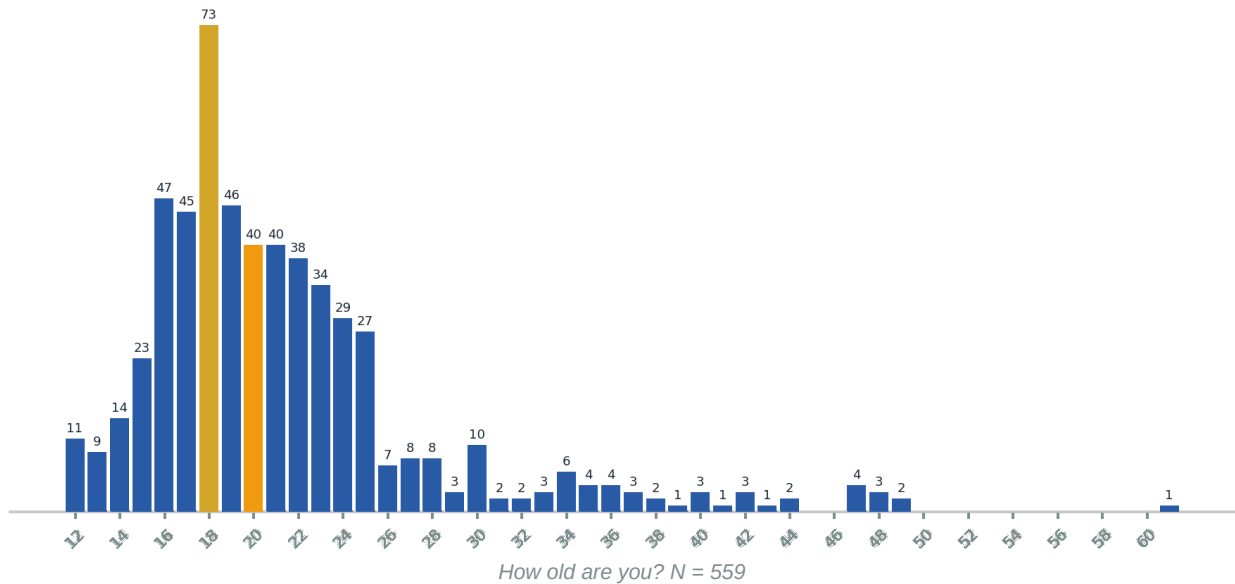
Modal age

20

Median age

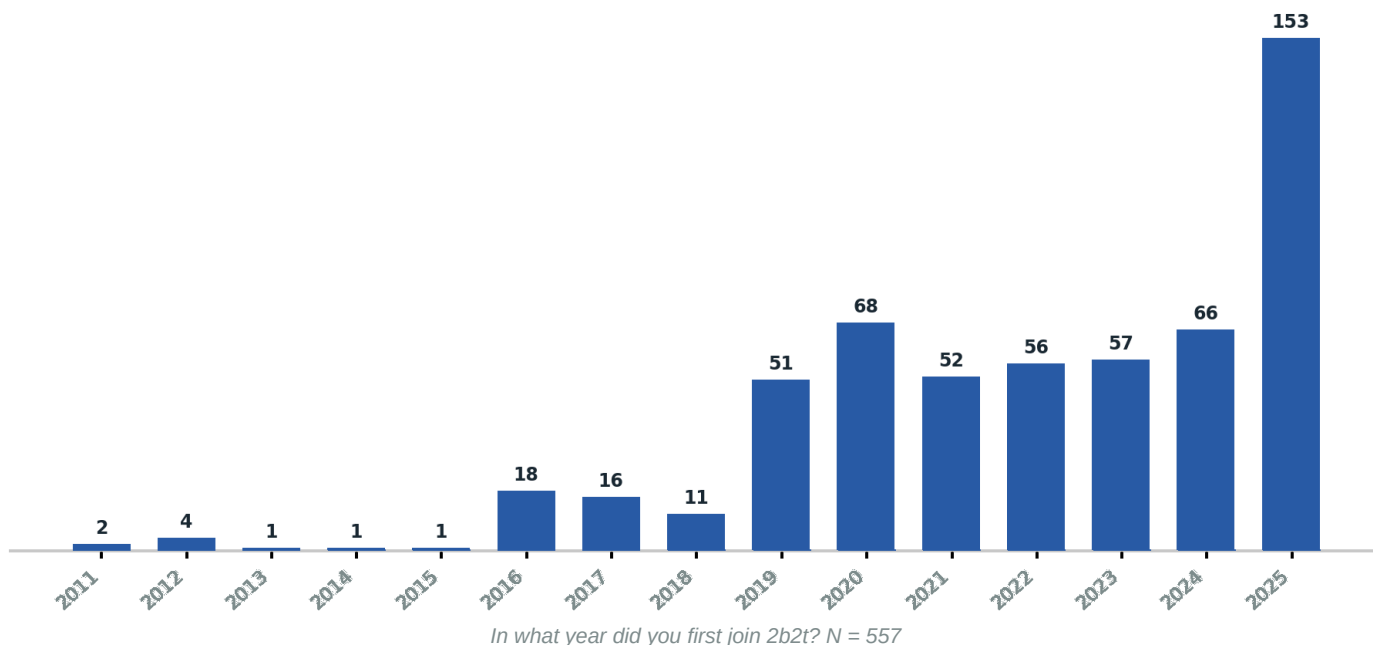
21.4

Mean age



The modal age is 18, while the median is 20 and the mean 21.4. The curve looks different in a few spots than in last year's census, though in general appearance it is rather similar. Firstly and concerningly, there are many more respondents that are children; some are not even old enough to own a Discord account. Secondly, there is now a SUBSTANTIAL dropoff in player count between ages 25 and 26, whereas they were almost the same last year. A statistically significant number of 25-year-olds entered the community, whereas the same seems untrue for 26-year-olds. Between ages 18 and 24, counts stayed mostly the same, and in general increased, though the spike at 18 is relatively higher than for last year's - likely indicating many players below the age of 18 are representing themselves as adults in order to participate in the increasingly many 18+ groups in the community. There are no respondents in their 50's and only one in their 60's.

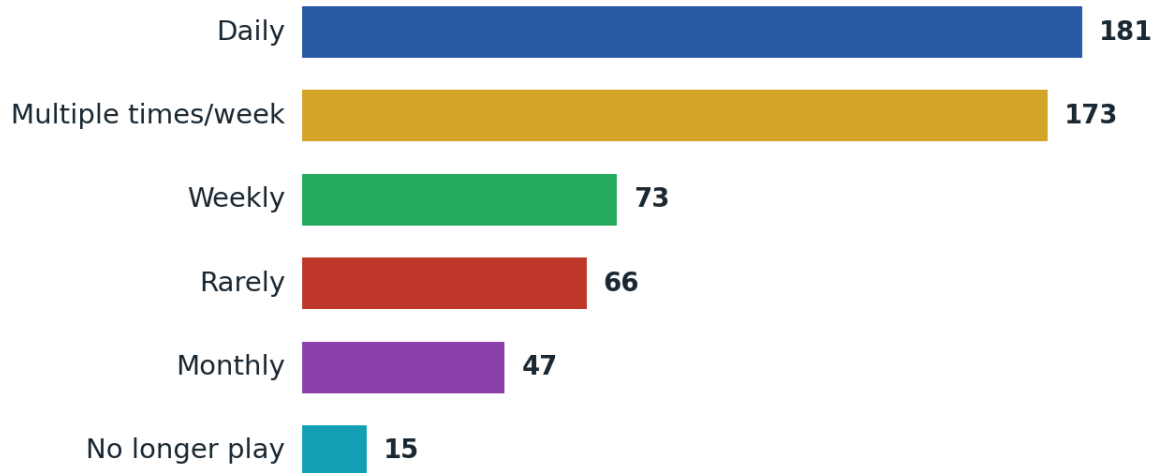
Year of First Join



The 2025 cohort is the largest single-year group at 153 respondents, with over a quarter of all responses. It's surprising to see this given that all usual large 2b2t content creators have been increasingly sparse with new content. Pre-2019 players are becoming increasingly uncommon. There's still a spike in 2020 from COVID-19, but it has substantially decreased in size to almost half of last census's numbers. Only 9 respondents are from Pre-Rusher 2b2t. All of these put together line up to what many have been seeing anecdotally - the old long-term playerbase is increasingly exiting the community.

2025 joins account for nearly as many respondents (153) as 2010 to 2020 combined (173).

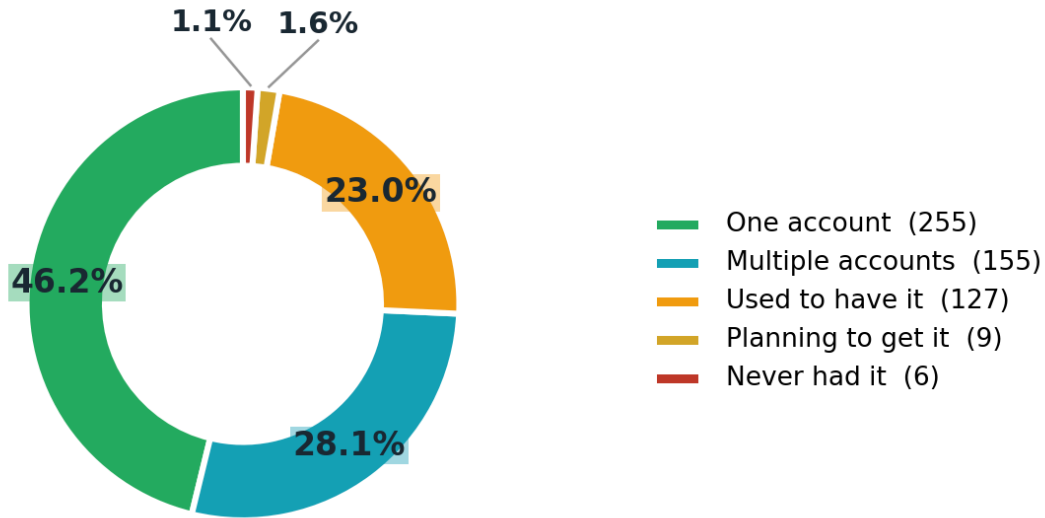
How Often Do You Play?



How often do you play 2b2t? N = 555

181 respondents play daily and 173 play multiple times per week, together accounting for 63.8% of the census. This is almost identical to the 64.2% combined figure recorded in 2024. It's curious how consistent this value is given that the makeup of the playerbase has changed so much in that time. A further 73 play at least weekly, 66 play rarely (a few times a year), and 47 play monthly.

Priority Queue



Do you have Priority Queue? N = 552

255 respondents have priority queue on one account and 155 respondents have priority queue across multiple accounts. Combined with 127 respondents who used to have it, roughly 97.3% of respondents have had priority queue at some point.

This census included three follow-up questions asking for the minimum, maximum, and current number of priority queue accounts each respondent had. Only the 410 respondents who currently hold priority queue are counted here, and one implausible answer (200 accounts) was excluded.

Respondents collectively reported a minimum of 639 PQ account-months and a maximum of 1,085, with 689 accounts holding priority queue at the time of the census. At \$20 per account per month, that's a monthly income from census respondents alone of between \$12,780 and \$21,700.

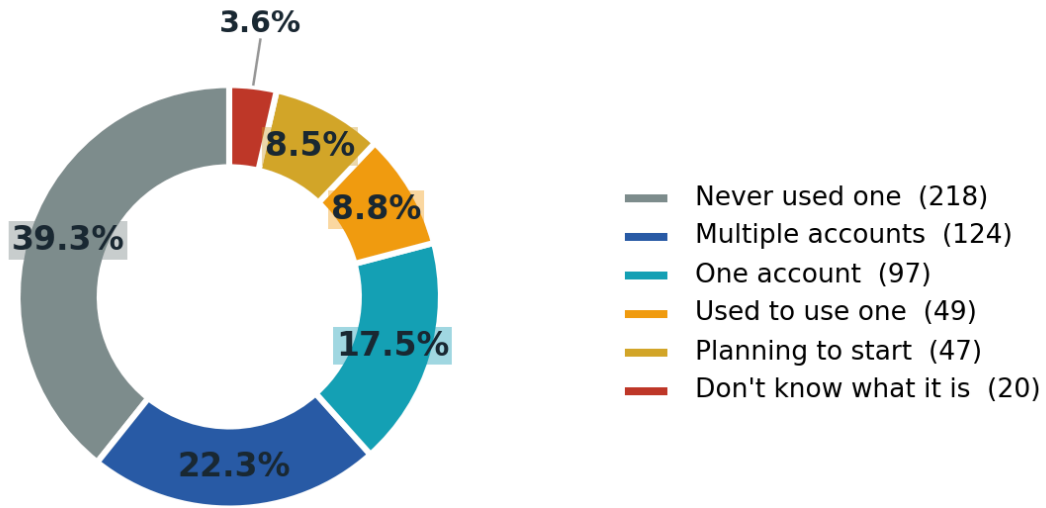
Accounts with PQ	0	1	2	3	4	5	6	7	8	9	10	11+
Minimum / month	22	263	62	22	8	4	2	1	2	1	1	4
Maximum / month	2	180	86	49	22	13	12	3	5	5	4	8
As of January 2025	6	240	77	33	19	5	6	2	2	1	0	1

What are the minimum, maximum, and current number of accounts you have priority queue on? N = 410

	Total accounts	Total PQ income
Minimum / month	639	\$12,780
Maximum / month	1,085	\$21,700
As of January 2025	689	\$13,780

Total accounts and estimated priority queue income from census participants: Minimum, Maximum, and Current N = 410

Proxy Software

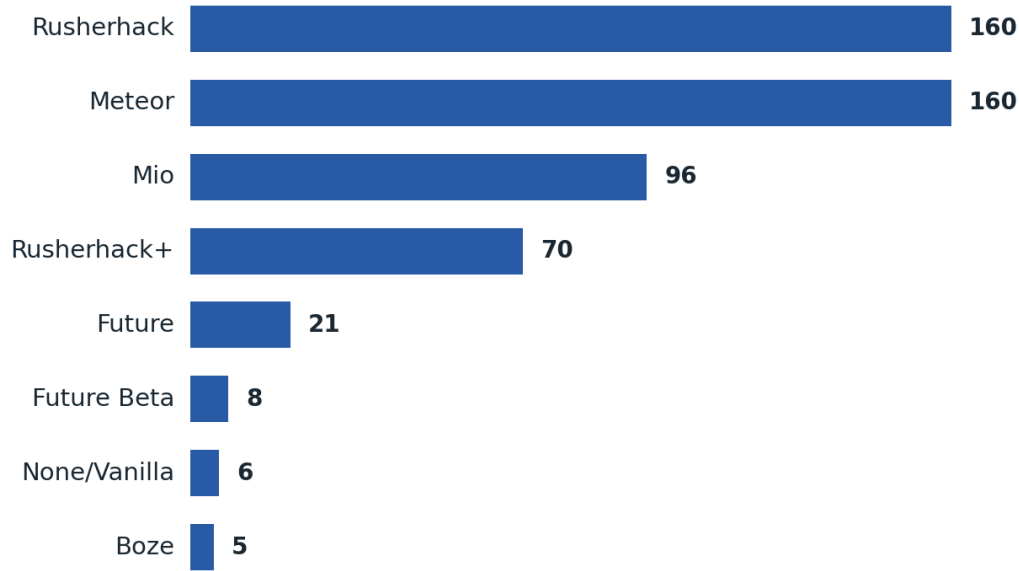


Do you use proxy hosting softwares such as ZenithProxy? N = 555

If there is one statistic that defines the difference between the 2024 and 2025 censuses, it is this one. In 2024, proxy usage was a somewhat niche feature, something only utilized by a few large groups and some more technically inclined individuals. In 2024, only 5% of respondents said they used a proxy, whereas now 39.8% do. In 2024, about a third had no idea what a proxy was. rfresh2's Zenithproxy has become a standard tool for many players.

We included a further question asking what proxy softwares are used, but a statistically insignificant number were not Zenithproxy. Zenithproxy is used by nearly all players running a proxy software.

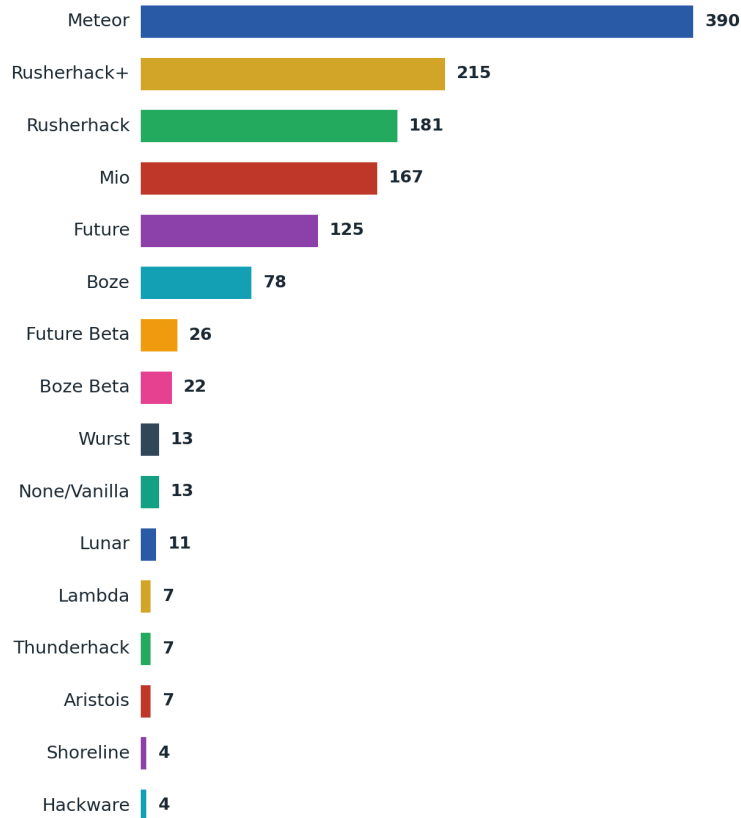
Primary Utility Client Used



What is your primary utility client? N = 526

A player's primary utility client is the one they use most often. Rusherhack has caught up with Meteor since last year's census, and the two are now tied as the most popular client at 160 respondents each. John200410's softwares (Rusherhack and Rusherhack+) account for a huge 43.7% share of client usership in the 2b2t community. The next most popular client is Mio at 96 responses, growing considerably from its total usership in 2024's data. Future Client has noticeably decreased in popularity, while Meteor is also no longer the sole most commonly used client. The utility client scene has been completely reshuffled in 2025.

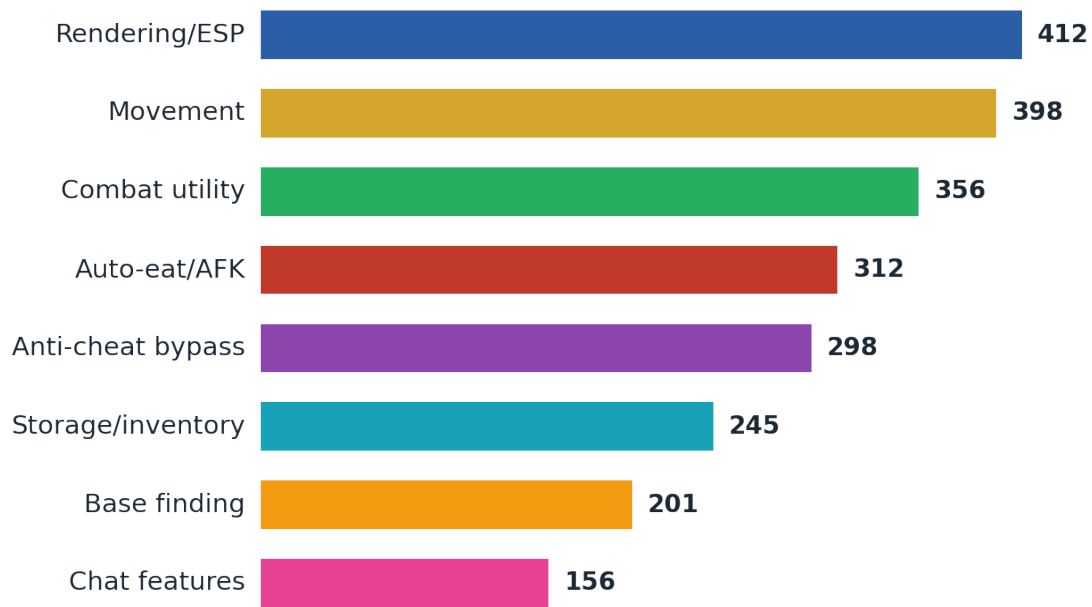
All Utility Clients Used



What utility clients do you use? Multi-select, N = 553

When listing all clients instead of just primarily-used clients, many other clients appear. Meteor is in the lead at 390 responses, while Rusherhack+ and Rusherhack are in second and third at 215 and 181, respectively. They are followed by Mio, Future, and Boze, and then a large number of uncommonly-used clients. Meteor seems a go-to client to run as a secondary client. Players reporting use of both a premium version of a client and the normal version (e.g. Rusherhack+ & Rusherhack, Future Beta & Future, and Boze Beta & Boze) have their response for the normal version removed as it can be safely assumed they are not running two versions of the same software in parallel.

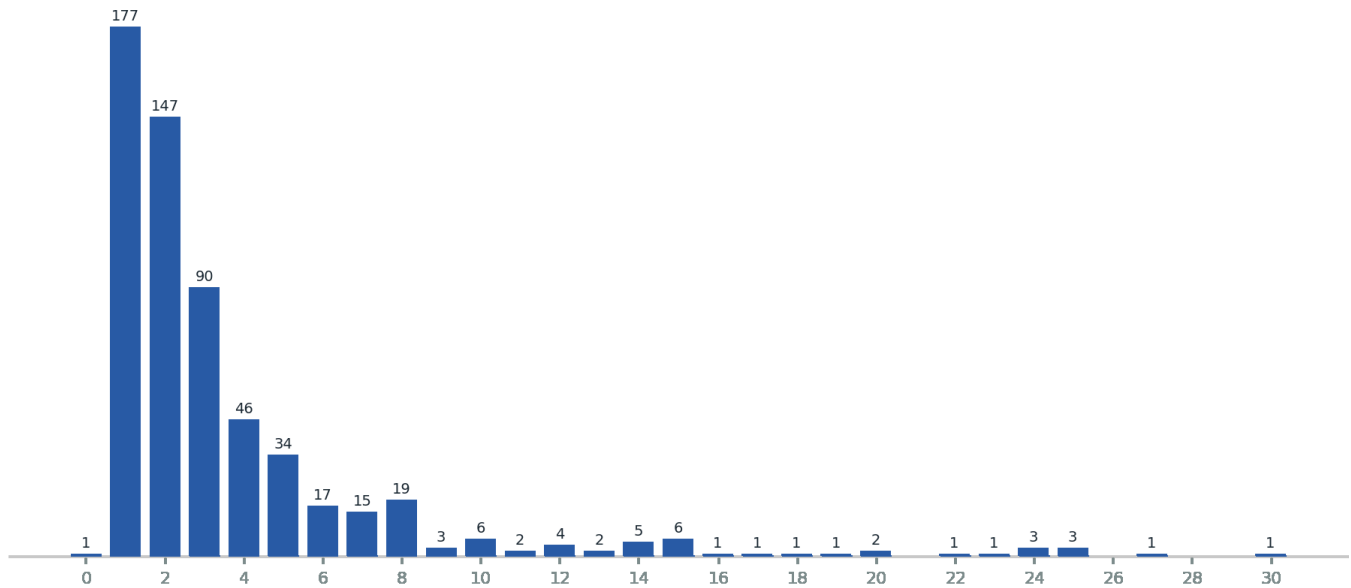
What Players Look For in a Utility Client



What features do you look for in utility clients? Multi-select, N = 545

Rendering/ESP modules have a narrow lead at 412, followed by movement modules at 398, with combat utility modules in 3rd place at 356.

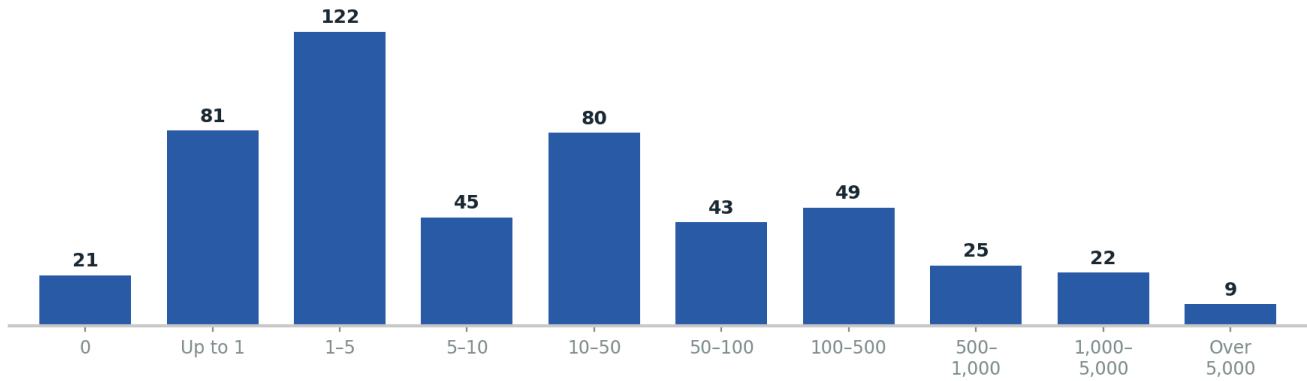
Minecraft Accounts Owned



How many Minecraft accounts do you directly and fully own? N = 593

As with last year, the same familiar curve, with a slightly greater-than-expected number of people with 2 accounts due to gameplay incentives from owning more than 1 (such as using them for pearling to stashes, afking farms, or base hunting). 593 respondents collectively own 2340 accounts. Not pictured are an additional 3 players with 50, 54, and 80 accounts respectively. There is also 1 participant that completed the census and plays 2b2t but does not own an account. The combined total of accounts divided by the number of responses results in an average of 3.9 accounts per player.

In-Game Wealth



Measured in 'dub' count (double chests of filled shulker boxes), what do you estimate your in-game wealth to be? N = 497

Median in-game wealth is about 10 dubs per player. A single respondent in the 'over 5000' category has access to more in-game wealth than the bottom three quarters of the represented playerbase combined. We're not able to provide an estimate of total owned items because we cannot account for jointly or collectively owned stashes, but what is clear is that half of the playerbase has access to 10 or fewer double chests of shulker boxes of materials.

As for the gain of in-game wealth, base / stash hunting is the greatest source of new wealth, followed by farming and friends gifting. For the loss of in-game wealth, giving it away is in the lead, followed by everyday use, followed by death, and only then followed by base / stash hunters.

Noticeably, base hunting is the greatest source of new wealth, but a less significant source of lost wealth. Also noticeable is the sizeable difference in response count of gains vs losses. Players are less likely to talk about how they lost things, possibly influencing the responses as well.

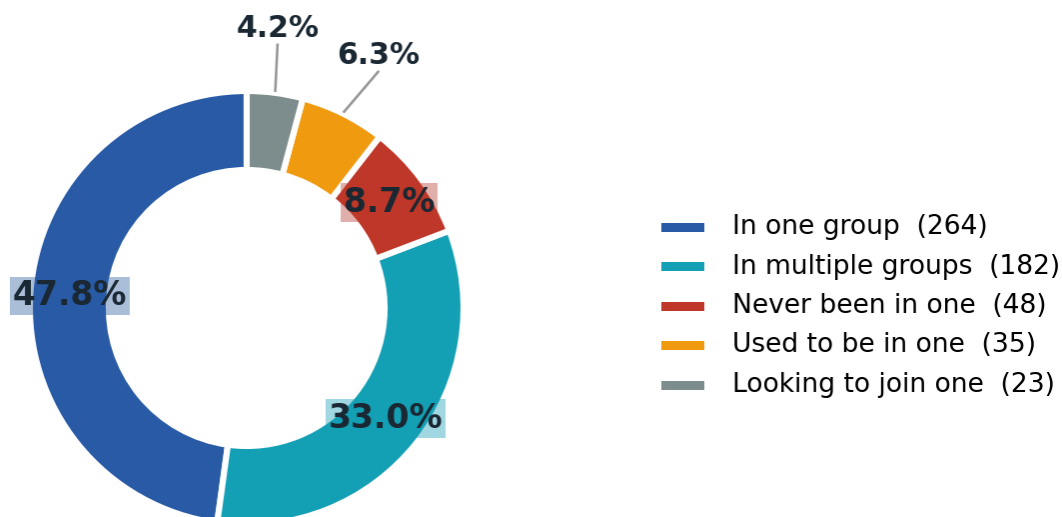
Causes of wealth gained	Answers
Base / stash hunting	278
Farming	256
Friends	191
Trading	6
Other	48

If you have gained wealth since last year, what was the cause?
Multi-select, N = 491

Causes of wealth lost	Answers
Given away	207
Everyday use	196
Death	156
Base / stash hunters	152
Other	36

If you have lost wealth since last year, what was the cause? Multi-select,
N = 439

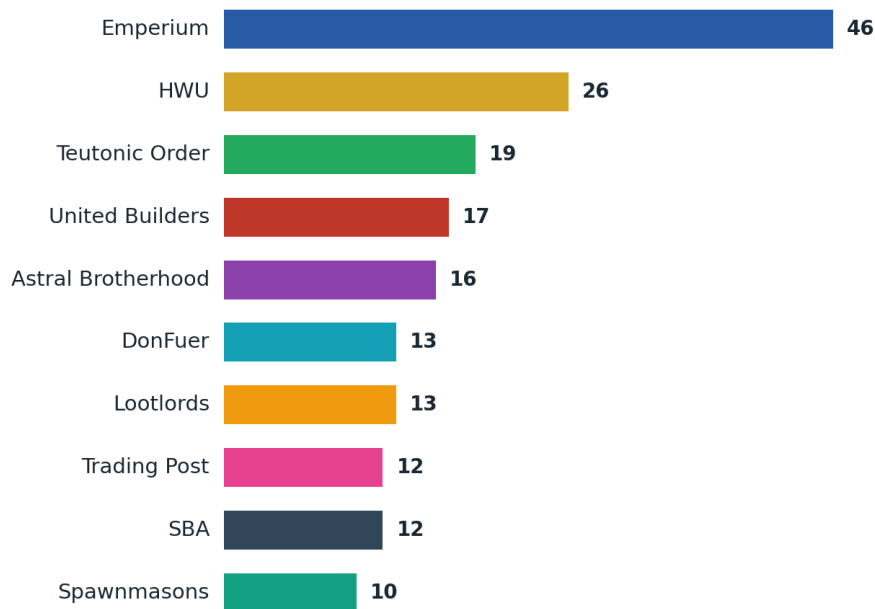
Group Membership



Are you a member of an in-game group? N = 552

264 respondents are members of a single group, and 182 are in multiple groups. Combined, this equates to 80.8% of respondents being affiliated with some in-game group in a formal capacity, vs. 67% in 2024. This is a noticeable increase, though when examining the relative sizes of groups in last year's census, it appears much of this is due to localized growth of a few groups rather than a community-wide phenomenon. Interestingly, many players that are in multiple groups are in one large one, and oftentimes in groups so small that even with this large dataset they are only represented by a handful of players - many even just with one. An overwhelming majority of respondents are currently affiliated with a group at 80.8% of the total. A further 6.3% have formerly been affiliated with one.

Primary Group Membership



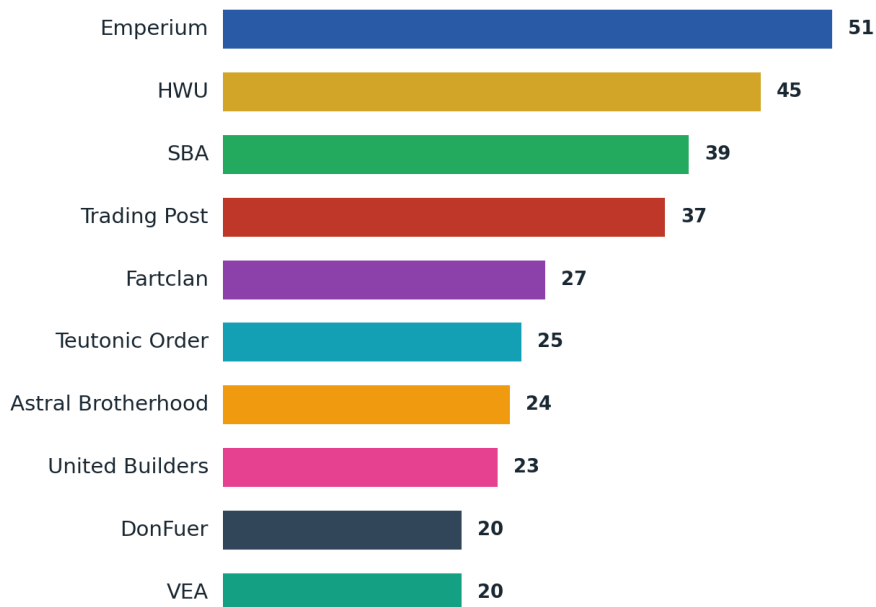
What is the name of your primary group? N = 277, Top 10 (Listed responses)

A primary group is the group which a given player places the majority of their focus on - in other words, their primary focus.

The above graph displays only the top 10 primary groups by size; a table of all primary groups with more than 3 respondents is attached at the end of this report as an appendix.

Emperium is now the largest primary group by a large margin, followed distantly by the Highway Workers Union and Teutonic Order in second and third places, respectively. All three of these groups have experienced significant numerical growth in 2025, along with the fourth place entry, United Builders. The Trading Post appears in the top 10 for the first time, while Melonmen drops out despite still holding a solid secondary membership.

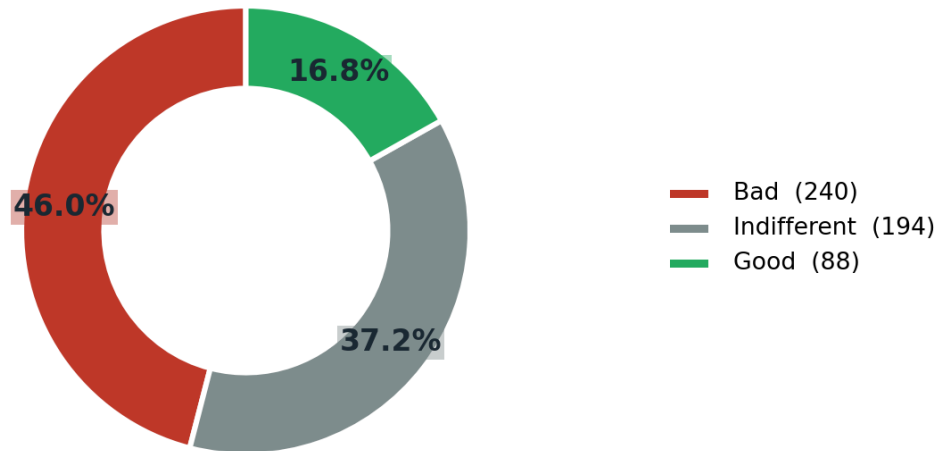
Full Group Membership



What groups are you a member of? N = 433, Multi-select, Top 10 (Listed responses)

When quantifying a group's membership by any degree of involvement rather than the focus of its members, the rankings shift noticeably. Emperium remains on top, but HWU jumps to 2nd and SBA to 3rd, while Teutonic Order drops to 6th. Fartclan enters the top 10 despite not placing in the primary groups chart at all, reflecting a large secondary membership. Vapepens Elite Alliance (VEA) also appears at 10th, tied with DonFuer. The above graph displays only the top 10 groups by size; a full table of all groups with more than 3 respondents is attached at the end of this report as an appendix.

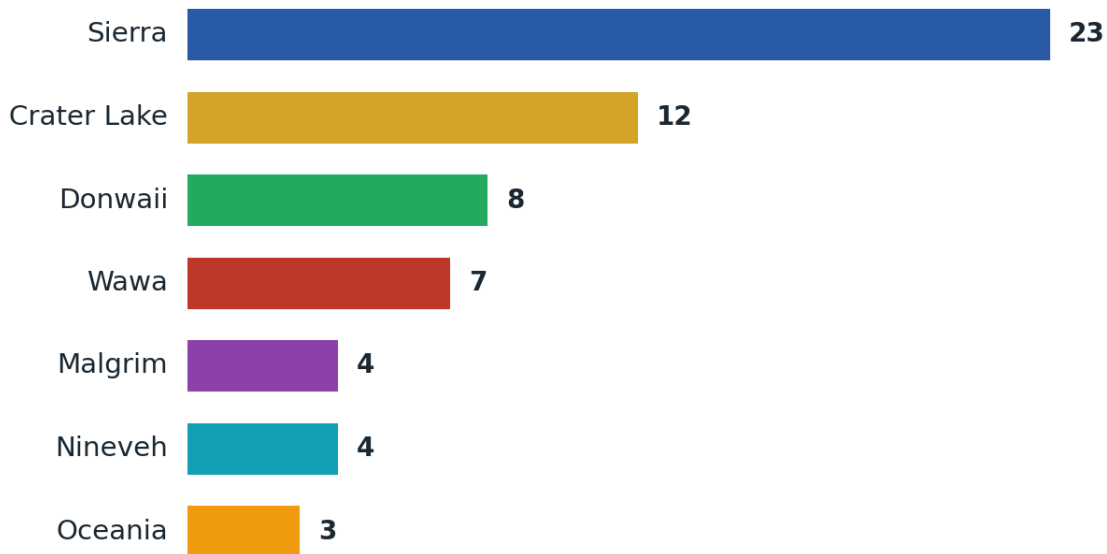
Bedrock Support Opinion



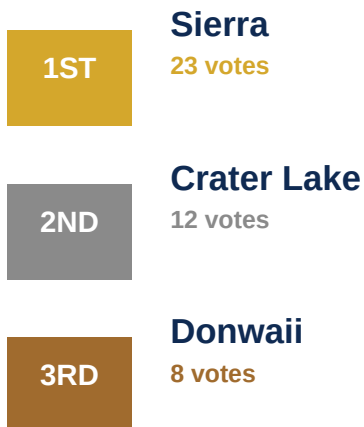
How do you feel about the add-on of bedrock support for 2b2t? N = 522

Overall opinion on bedrock support on 2b2t is overwhelmingly negative, with 46.0% of respondents feeling poorly about it and another 37.2% being indifferent. Only 16.8% of respondents felt positively about the change. It's a good thing it is no longer supported, and it's not a surprise that there was an in-game Incursion called when it was first announced.

Best Base of 2025

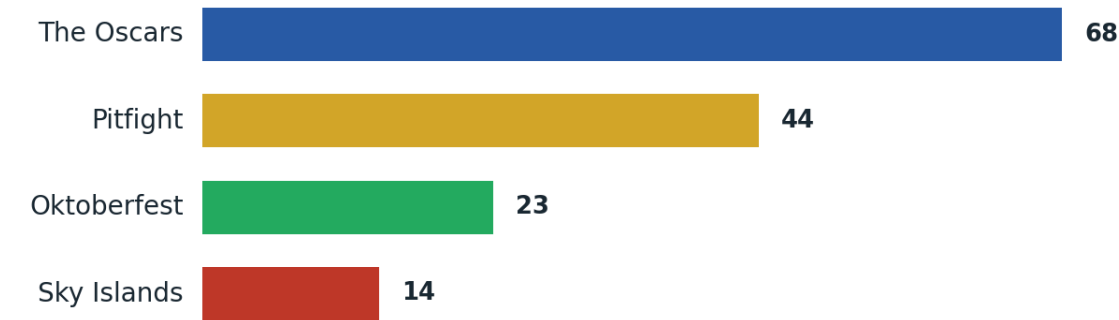


Best base of 2025

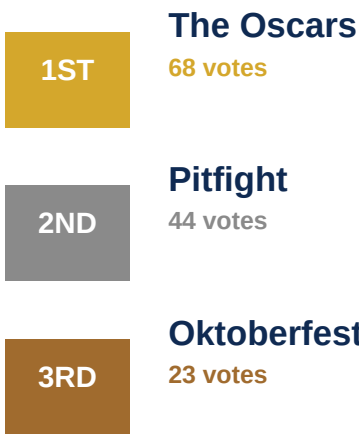


In first place is Emperium's base Sierra, in second is the Spawnmasons' Crater Lake, in third place is DonFuer's Donwail, and honorable mention is Astral Brotherhood's Wawa.

Best Event of 2025

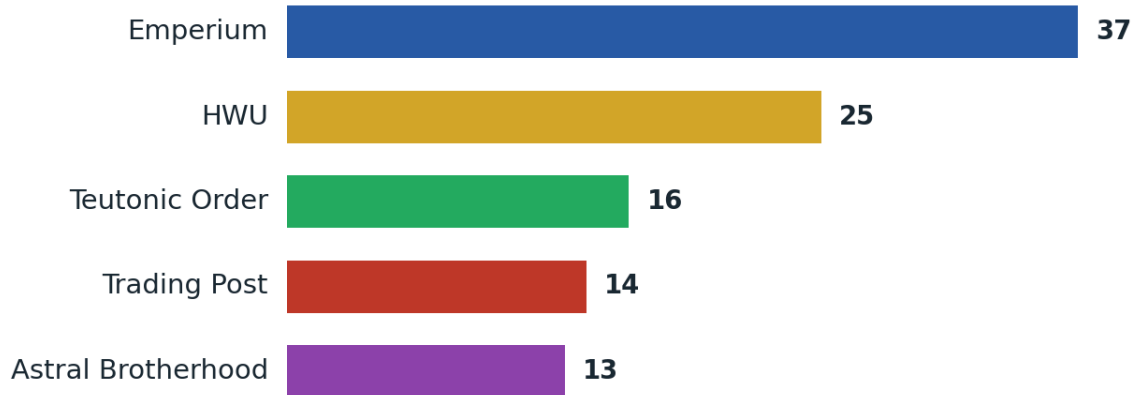


Best event of 2025

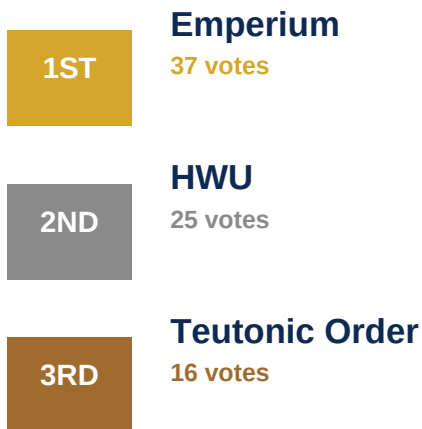


In first place is the Wedding Planners' Oscars, in second place is Emperium's Pitfight, in third place is ChiefBeefLoko's Oktoberfest, and honorable mention is the Lootlords' Sky Islands.

Best Group of 2025

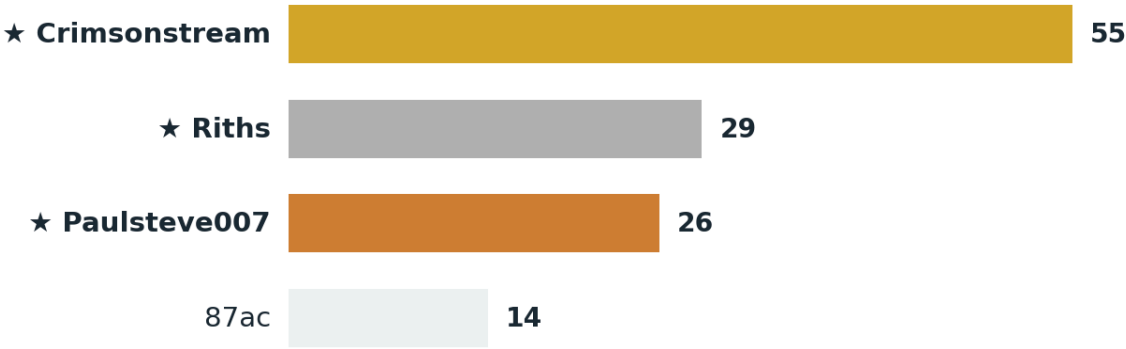


Best group of 2025

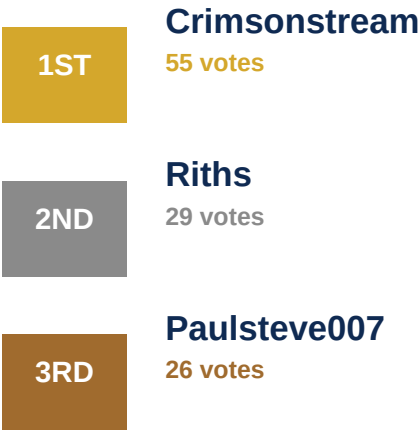


In first place is Emperium, in second place is Highway Workers Union, in third place is Teutonic Order, and honorable mention is the Trading Post.

Best Base/Stash Hunter of 2025

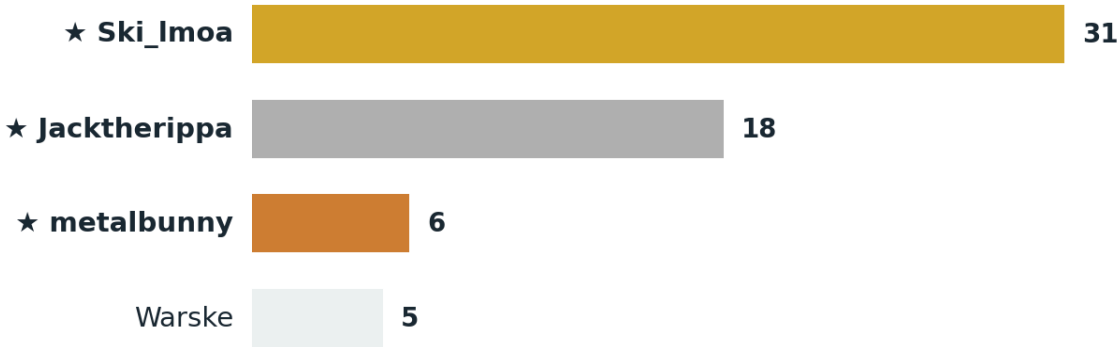


Best base/stash hunter of 2025

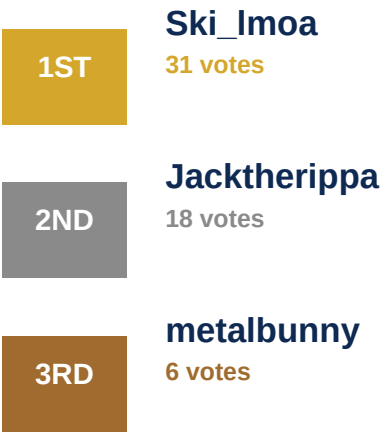


Crimsonstream is in first place by a huge margin, Riths is in second place, Paulsteve007 is in third place, and honorable mention goes to 87ac.

Best Builder of 2025

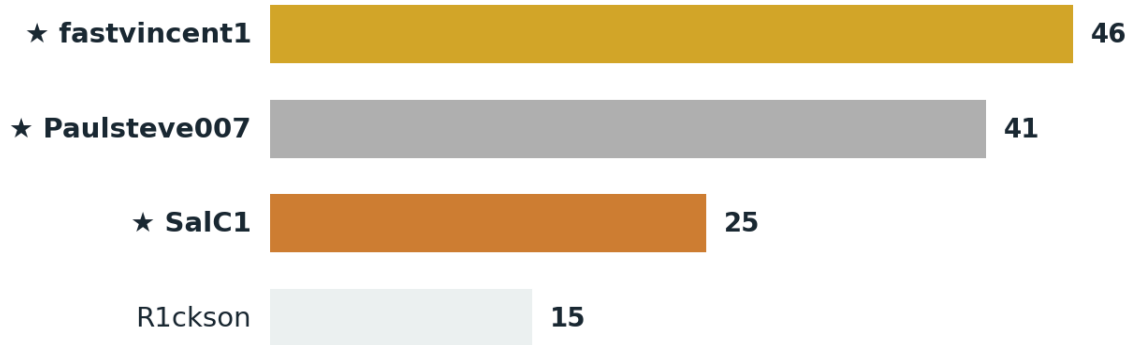


Best builder of 2025

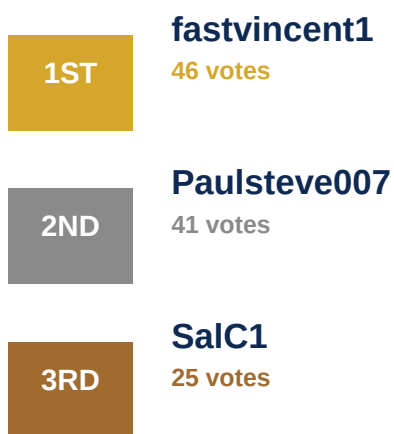


Krobar01 received the most votes (58) but did not play in 2025, so he has been removed from the running. In first place is Ski_Imoa, in second place is Jacktherippa, in third place is metalbunny, and honorable mention is Warske.

Best Content Creator of 2025

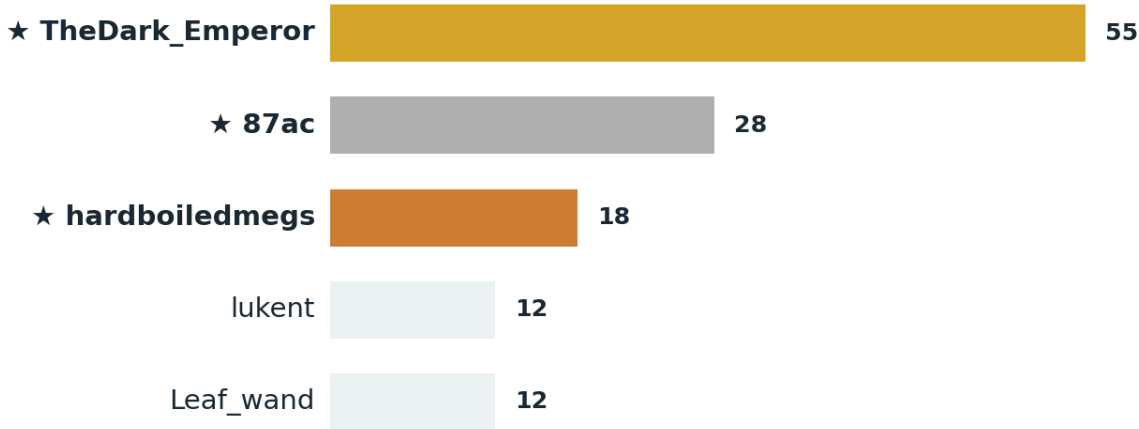


Best content creator of 2025

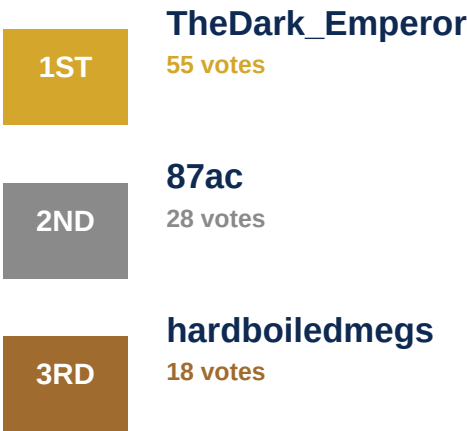


Fit received the most votes (77) but as has been customary in all censuses, he is removed from the voteset. In first place is fastvincent1, in second place is Paulsteve007, in third place is SalC1, and honorable mention is R1ckson.

Best Group Leader / Community Figure of 2025

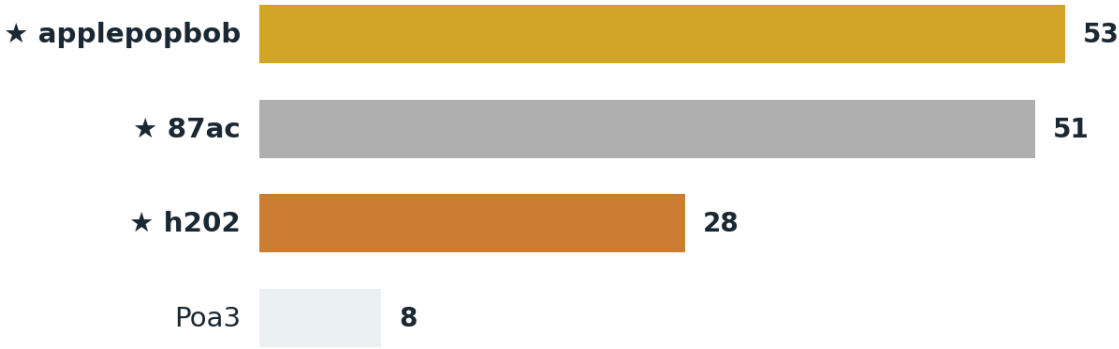


Best group leader or community figure of 2025

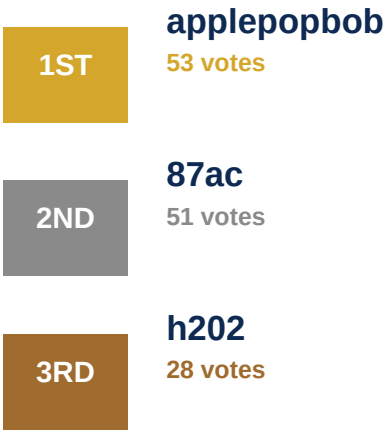


The Dark Emperor is in first place, 87ac is in second place, and hardboiledmegs is in third place.

Best Griefer of 2025

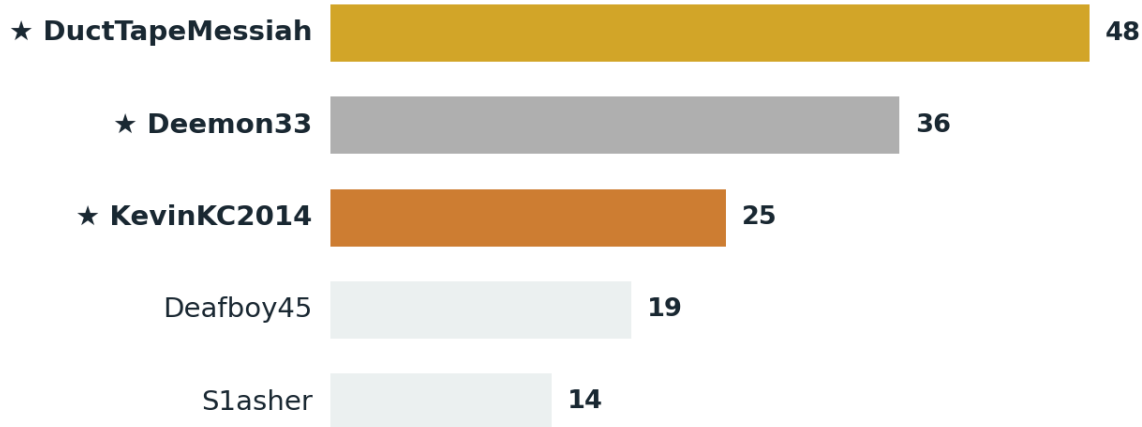


Best griefer of 2025

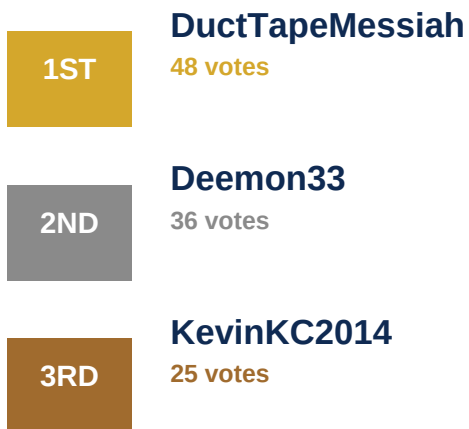


In first place is applepopbob, in second place is 87ac, in third place is h202, and honorable mention is Poa3.

Best Map Artist of 2025

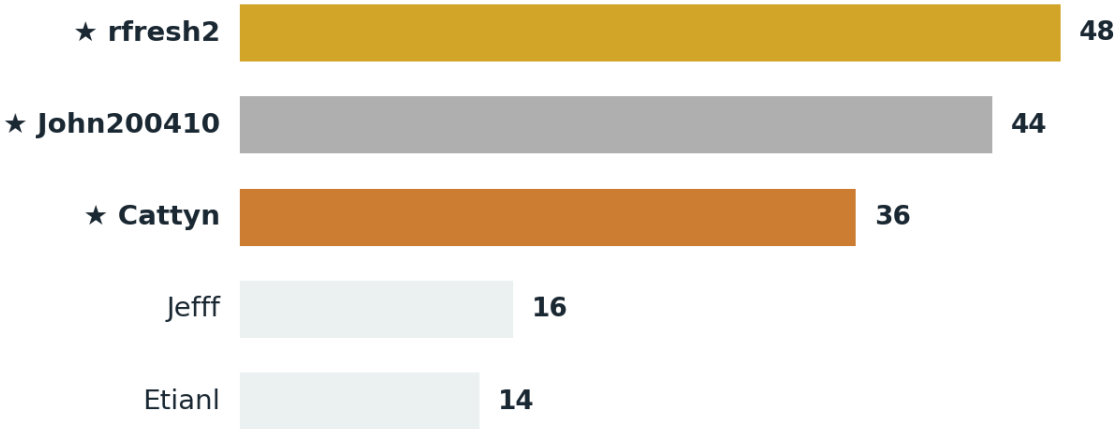


Best map artist of 2025

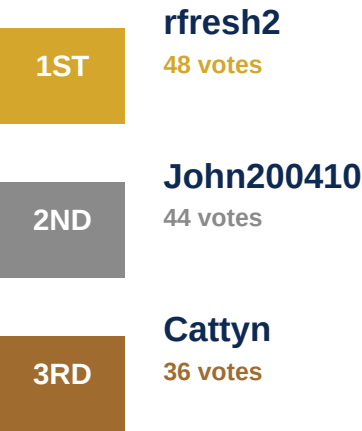


In first place is DuctTapeMessiah, in second place is Deemon33, in third place is KevinKC2014, and honorable mention is Deafboy45.

Best Programmer of 2025

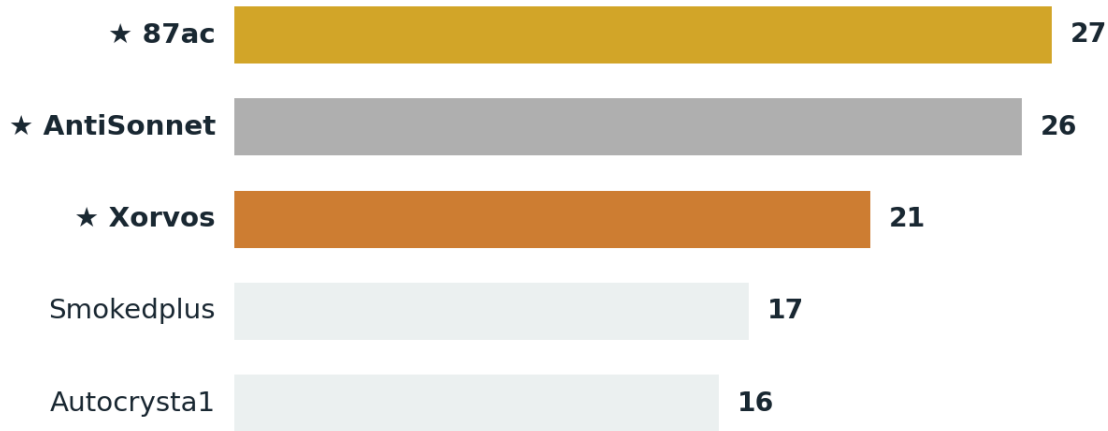


Best programmer of 2025

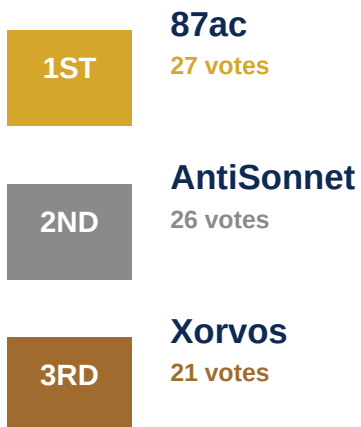


In first place is rfresh2, in second place is John200410, in third place is cattyn, and honorable mention is Jefff.

Best PvPer of 2025

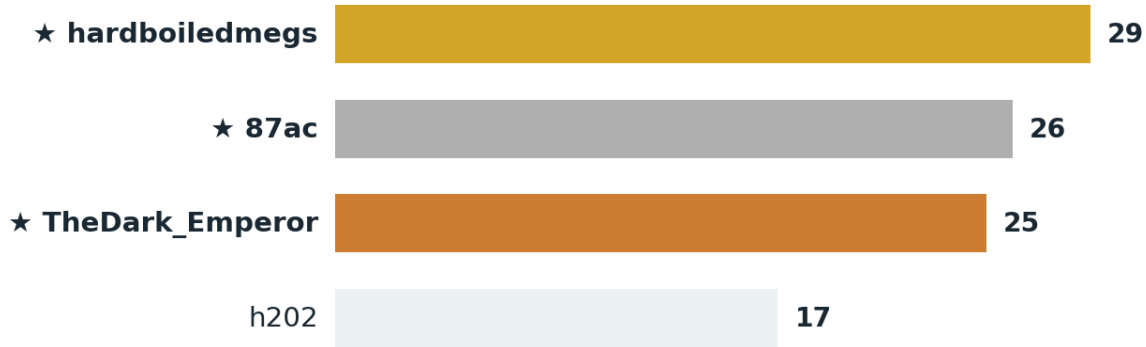


Best PvPer of 2025

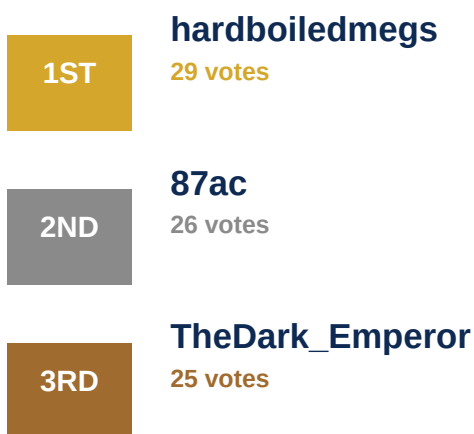


In first place is 87ac, in second place is Antisonnet, in third place is Xorvos, and honorable mention is Smokedplus.

Most Influential Player of 2025



Most influential player of 2025



In first place is **hardboiledmegs**, in second place is **87ac**, in third place is **TheDark_Emperor**, and honorable mention is **h202**.

Best Overall Player 2025

For best overall player, this ranking aggregates award placements across all nine categories. Each survey response contributes at most one vote per player, regardless of how many categories it nominated them in. Broad support from many different respondents counts for more here than concentrated support from a small repeated bloc. Simply put, a given survey response can vote for a given player once and only once in this count; placing higher on this means more players recognize the given player as significant for one reason or another.

1	Crimsonstream Stash hunter: 1st
2	TheDark_Emperor Community figure: 1st • Influential: 3rd
3	87ac Griefer: 2nd • PvPer: 1st • Influential: 2nd
4	DuctTapeMessiah Map artist: 1st
5	rfresh2 Programmer: 1st
6	Ski_Imoa Builder: 1st
7	hardboiledmegs Community figure: 3rd • Influential: 1st
8	fastvincent1 Content creator: 1st

Credits

OVERALL OPERATION

LegendBake

Running the project, Data analytics and organization

Joey_Coconut

Question Design & Write-up

TRANSLATION

EddyNoChong

Mandarin Chinese Translation

TheMineralWater

Russian Translation

Dekto

Spanish Translation

REVIEW

Stage 1

CirocDrip

KBgaming

hardboiledmegs

Stage 2

Corporal_Lefty1

DuctTapeMessiah

Hellswarrior

LordGalvatronMC

SplootyBiscuit

Thank you to everyone who completed the census honestly. The quality of these results is a direct reflection of the quality of the responses.

Appendix A: Primary Group Membership (N≥4)

#	Group	Count
1	Emperium	46
2	HWU	26
3	Teutonic Order	19
4	United Builders	17
5	Astral Brotherhood	16
6	DonFuer	13
7	Lootlords	13
8	Trading Post	12
9	SBA	12
10	Spawnmasons	10
11	Devs	10
12	WaterWay Union	9
13	VEA	9
14	Eidia	7
15	Klux	6
16	Enclave	6
17	Fartclan	6
18	Backstreet Boys	5
19	Imperials	5
20	Auburn	5
21	Peace Keepers	5
22	Necrons	4
23	Narnia	4
24	Cult of Mer	4
25	Cool Cats Club	4
26	Comunidad Hispana	4

Appendix B: Full Group Membership (N≥4)

#	Group	Count
1	Emperium	51
2	HWU	45
3	SBA	39
4	Trading Post	37
5	Fartclan	27
6	Teutonic Order	25
7	Astral Brotherhood	24
8	United Builders	23
9	DonFuer	20
10	VEA	20
11	Melonmen	18
12	Lootlords	17
13	Spawnmasons	16
14	Devs	16
15	Enclave	14
16	WaterWay Union	14
17	Cool Cats Club	13
18	2B2T Party Committee	13
19	Graybeard Geezers	12
20	Journeyman	12
21	Elders	12
22	Cult of Mer	11
23	Imperials	11
24	Collective	9
25	Necrons	9
26	Narnia	9
27	United States of Hakle	9
28	Peace Keepers	9
29	Klux	8
30	Backstreet Boys	8
31	The Kingdom	8
32	Avalonia	8
33	Outlast	8
34	Eidia	8
35	Brownmen	7
36	Silly Wings	7
37	Auburn	7
38	Stasis Co.	7
39	Ancients	6
40	Shrimpshack	6
41	Communist Party	6

Appendix B: Full Group Membership (cont.)

#	Group	Count
42	Bedrock City	6
43	Wedding Planners	6
44	Spawn Development Crew	5
45	Comunidad Hispana	5
46	Fifth Column	4
47	Conspiracy Group Inc.	4
48	Republic	4
49	Utopia	4