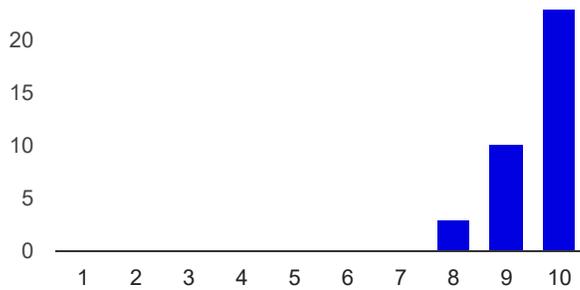


36 responses

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Summary

On a scale of 1-10 how friendly would you say this server is?



Hostile AF: 1	0	0%
2	0	0%
3	0	0%
4	0	0%
5	0	0%
6	0	0%
7	0	0%
8	3	8.3%
9	10	27.8%

It feels like family: 10 **23** 63.9%

How could we make the server more friendly?

N/A

More Pie

team based event like the dragon that bring us together.

more cookies at spawn

I literally cant think of anything.... I came back to this one 3 times....

I think the server is already super friendly, with the weekly events and monthly planing I don't feel we need to add anything else at this moment.

Every thing is pretry much friendly enough I have no suggestions

I don't know that its possible. We're all pretty damn friendly.

Not possible

Maybe have more collaborative events? I don't know, I've only been here a couple of days XD
voice chat encouraged more. Theme park will also be very nice.

nothing really

Give us taco tuesday.

Encourage inter-player coop builds

I think the "friendliness" is shaped by the people together on the server and not really something admins can "make better". The only thing admins can do is to explain polite to players in case they are starting to step over some rules.

Good question

Not sure.

It cant be friendlier then it already is.

hard to find something to make this awesome server even more frendly :P (sorry for bad answer i really cant think of anything that could make it better)

I think it's cool as it is.

I'm not sure it could get any friendlier than it already is!

i really don't know if it would be possible, everyone has welcomed me with essentially open arms

Free kittens

Nothing to say other then that the amount of players is just high enough that you can't get to know everyone. The amount of players could quickly get out of hand.

Community events where lots of people can work together. Also maybe if you have time some more quests, the death at the tavern quest was awesome.

I honestly don't think you can. I have been here last than 2 days and I feel very welcomed and don't feel like cliques dominate the server.

I think you're doing fine in this department.

I think it's already friendly enough

Already top notch :)

Maybe we could use discord voice chat a little more often? I don't know, I kinda like talk to people. And also more people visiting each others bases. Sometimes it seems like everyone is in there own little world, but maybe that's just me.

Community events like UHCs and competitions

I believe that we should make more interactions with everyone, perhaps a community get together where everyone goes and chats with one another.

Can't really think of a way, this is already the friendliest community I've seen in a long time.

More tight knit towns. And that is what I intend to do as some point with my work in progress town.

you cant it already is

How would you suggest making spawn easier to navigate?

Glowstone path

I think dynmap makes it easy enough.

maybe a better beacon? I know nothing about beacons, but by the time I get to the other side of spawn, my character is already starving and won't run anymore.

Put a portal to the hub by the big tree

A map of spawn given to you would make it easier so I can stop getting lost lol

With the street signs, flags and hints already, there isn't much else you could add in my opinion.

Maybe clootted walkways for diffrent things.

Double high fence for the player tour so they don't deviate and get confused. I really don't know why they don't just read the signs.

Make an entrance to the train on the other side. Coming from the tavern area is kind of annoying because you have to run around the whole train.

I haven't explored spawn much, but I did get a bit turned around on the newbie tour. Maybe have more markers/arrow signs?

Maybe it's because I've been playing for a while, but it seems pretty optimal.

Make it so you don't have to walk so far from the train station just to get to the center of town. I think it would help make it a nice place to hangout if it was faster to get around.

Not very hard to navigate right now, maybe a map like in the trainstation somewhere.

idk. I don't think it's too bad atm

Maybe take a screenshot of the dynamic map and do some photoshop magic with sleek waypoints where the essential things can be found in the spawn area - such as enchanting room, player mall, the bank, spawntrain etc..

Maybe use concrete gravel and use colours for directions ie: follow green to farms, blue to shops etc

Maybe more signs in the general area around the tree, pointing towards points of interest. - Not that I find it hard to navigate around, I'm just horrible at finding all the secrets. xD

It's better as you go trough the begginer tour.

maybe give 1 or 2 enderpearl to newcommer?

I think an underground minecart system would be cool and match the theme of the hub - with stations e.g. at the tree, the shopping mall, the quarries and the residential area.

Maybe a book that details what buildings are by what flag just in case someone forgets, (writing this as a newbie lol).

it was pretty easy to navigate as is

I think the color coding could be pushed a bit more. Maybe bits of color in the road leading to the destination.

The spawn is based in an area with a lot of hills and can thereby be disorienting and make some places hard to see

With the new implementation of trains there is only one I can think of. Trampolines.

More Signs! I am learning but it is very daunting to a new player even with the signs you do have.

This area seems fine also!

It was kind of confusing at first but once I was there enough times I got used to the layout and know where everything is.

More shortcuts, maybe I just don't know how to navigate yet, but I feel like I'm walking unnecessary long paths to get from the train station to spawn/trickortreat crate area

New players could be given a map of spawn when they join

I don't know... maybe a directory on the website/map?

Less blocks, a map and a flat spawn (all on one level)

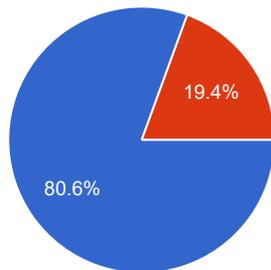
Perhaps for those low end comp specs reduce the particle affects a bit less. Sometime one forgets a minecart and it forces one to go around or run. Chest such as the /kits are spread out, maybe have them somewhere near spawn but each one has fully decorated theme. Maybe have designated areas on the map such as (Market District) (Farm District) (Community District) (Administrative District) and perhaps each one has a sub district attached to them.

A "phonebook" that lists locations of the important NPCs, maybe.

Actual maps centered around the tree/rainbow chest area. Like 4 maps each for NW, NE, SW and SE corners.

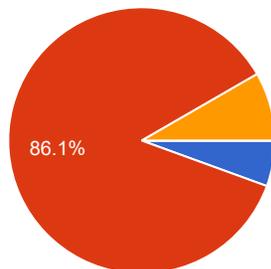
beacon lights?

Would disabling fireworks and enderpearls ONLY AT SPAWN greatly decrease your enjoyment on our server?



No -- I realize it's necessary to encourage player interaction by asking to use roads. Plus HORSES!	29	80.6%
Yes -- That would suck ass and I would be very angry about it.	7	19.4%

What do you enjoy most about our server?



Server plugins + rules	2	5.6%
Community	31	86.1%

Server activity	3	8.3%
Spawn amenities & nether hub	0	0%

Do you feel like our rules are fair?

Yes

Yes.

i do.

of course, they're fair for everyone and allows everyone to have equal opportunity

Of course!

Yes, I do. They are easy to follow and people who don't/can't/won't do not belong on this amazing server.

Hell yes

Most of them. I had a gripe about one but I've forgotten so it must not be too important to me.

Yeah

Yes! The mining rule change was golden!

Couldnt be much fairer if you wanna make a close knit community

In general terms yes. I do however disagree with the strictness of some of them.

Yes, totally.

of course

absolutely

Yep

Yes, but some of the discussion rules are a bit too much I think. Instead of banning so many topics, it could be better to just rely on players noticing the staff when feeling uncomfortable because of other players.

Yes :)

Yes, very fair.

Very fair

Very much so

Definitely fair

Yup

Its fair and simple enough to understand and if there's any questions, almost anyone in chat can help you out.

Absolutely.

Very reasonable. I don't expect any issues.

yes

What should we work on to improve the server?

More railways

focus on keeping improving what the server has instead of adding new things :)

allowing me to call dr stache a butthead. (jk, this server is perf)

Make some chests to sell stuff. Its kinda difficult to make money without a villager farm

N/A

Nothing I can think of at this moment.

More people

More opportunities to make money so the economy can grow.

More people! The more the marry.. merry.. merrier... merr...

No ideas at this time.

See below

Nothing really

I think somethings are way to expensive, like the blackmarket. Other than that I wouldn't know a thing to change right now.

encourage player contact outside of spawn/in chat

Nothing that I can think of right now.

I feel forums need a bit of love. They seem to seldom see use except for tickets.

Can't come up with anything.

Its perfect as I think about it.

more home plot at spawn so everyone could be close to each other

It's cool as it is at the moment ... but by the time, people are done with the first stage of base building, we should have community activities and entertainment ready.

I think the server is in a really good place right now.

i can't think of anything off the top of my head

I fine with no personal teleporting but perhaps a few more portals. Its really I can't think of much.

more memory is a good start if redstone really is that much of a problem

Maybe more events. Maybe let creative players design their own events and with your permission they can even make them happen :)

I haven't been here very long so I don't have much of an opinion here

No suggestions still new

It might be just me, but going back to spawn when I'm at my base or wherever.

Can't think of anything at the moment. :)

More end-game level content - building/exploring gets tedious after too long

I honestly am of the opinion that the more vanilla we stay, the better, but Im happy either way

Server events and useful kits

So far I enjoy it and its fine the way I see it.

Fun events and loot crates!

I personally don't want to use warps but that is me. Id' like to see more nether tunnel/portal use.

just keep going

Do you have any suggestions for the server?

Not atm

not aside the ones mentioned.

a place to lay our shulker boxes so I can shop until I starve. <3

Lower the price of a town to 30k??? *wink wink* :)

map of spawn for the less geographically inclined such as myself, dynmap still confuses me lol

None at this moment, but if any comes up I'll be sure to drop it in Jelly's earbox.

Some more games or something to pass time

None at the moment.

Don't get burnt out Jelly!

No suggestions at this time.

I think that we should look in to other ways of harvesting emeralds easily. People are navigating towards villagers and soon it may become a mess of villager farms around every corner. Maybe add in simple quests to gain money, but of course quests could turn into a huge deal of work for you guys so who knows.

Just making spawn faster to get around

See answer above.

maybe build contests, allow roads (I want people to discover my place, roads seem to be one of the best ways to do that)

Same as above ^

I'd like to see a couple of promotions in the server ranks, maybe an events manager - someone who organises ingame festivals etc Perhaps a travelling villager in spawn, comes around maybe 48 hours per month and has exceptional trades such as concretes, blaze rods, ghastr tears, rabbit hide etc, just random items for 'reasonable' prices.

Can't come up with anything.

More people wouldn't hurt if they are friendly.

give acces to /hat for halloween

No.

There are a lot of areas around spawn / the nether hub where things are sold by villagers but sometimes I have to run around until I find an ATM, making them more common near trading areas would be really helpful.

nope, this is hands down one of the best servers i've ever played on and can see myself playing this server for quite some time

Really the ONLY thing is that I get lost at spawn a bit. Great server.

I am quite new here still so I will probably wait to get to know every aspect of the server before suggesting things out of the blue.

Maybe make the unwhitelisted/banned player raids work a little different? Maybe put some chests in different spots and put loot of that player inside. Also the base could be destroyable in the meantime? After we all just sit there and watch as it gets changed to the beautiful natural landscape.

Tacos. Tacos for all!

No suggestions still new

I love all the themed events that are going on, so maybe more of those.

Adding the angled view on the dynmap would be fun and useful for navigating spawn :)

Dungeons (Think H4M) group activities that encourage players to work together while also granting rewards for completion, daily/weekly timers so they cannot be abused, maybe even set up as a monthly server event

See above, but not really, its great!

See above

N/A

None at this time.

None at the moment. But I Will definitely make my voice heard. I am constantly thinking of ideas.

nope

Number of daily responses

