

## **griefing on the server**

Posted by Gimp - 13 Dec 2011 13:26

---

That's the server now lost 2 mods and several players from twk because of excessive grieving and probably countless more players not from twk. I think we should make some rules on excessive grieving to stop this happening, like not allow factions that specifically grief people (eg maxmekker and his goons). Those kind people are not worth having on the server.

on another note, tunes could u big brother johans place and find out who did it? if it was maxmekker then i think he may be using mods or something to find people. Finding johans base 8000 blocks from spawn AND my base 11000 blocks from spawn is near impossible.

=====

## **Re: griefing on the server**

Posted by Gimp - 14 Dec 2011 16:42

---

bit of help from froggy 🐸  
an shall I start notifying the people of a new rule?

=====

## **Re: griefing on the server**

Posted by Tunes - 14 Dec 2011 18:11

---

Yeah, by now I've protected johans place as safezone and crippled the portals...

=====

## **Re: griefing on the server**

Posted by evilMonkey - 14 Dec 2011 18:26

---

I don't know how much you're up to this idea, but you could disable block breaking from creepers to just doing damage to players. I've noticed that Max and his posse lure creepers to bases to bypass the rule of having to claim plots in order to break them. This allows them to take a little damage while breaking down the wall of their enemies.

Just a thought.

=====

## Re: griefing on the server

Posted by Gimp - 14 Dec 2011 20:06

---

hmm, dont really like the thought of that. having creepers blow up in your face is soooo annoying but its a classic part of minecraft 🤔  
plus tnt cannons are the only other option for griefing then and they take up alot of precious tnt 🤔  
they wont be creeper griefing peoples bases randomly anymore so all should be good 🤔

=====