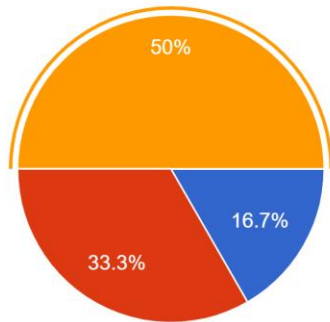


When a player dies there items should ...

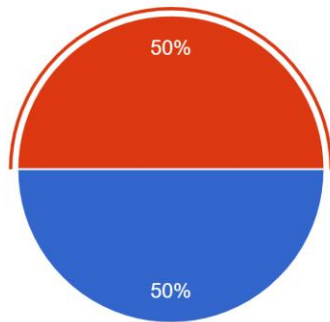
6 responses



- Drop on the ground
- Be inside of a grave (grave mod)
- Stay with them (Keep Inventory Enabled)
- Neutral (I have no preference)

Should there be a system of in-game currency? (For NPC trading esc.)

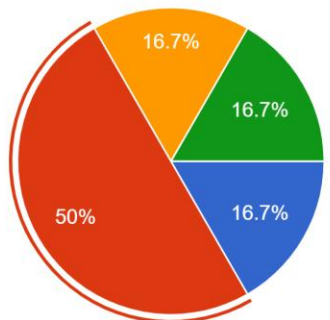
6 responses



- Yes
- No
- Neutral

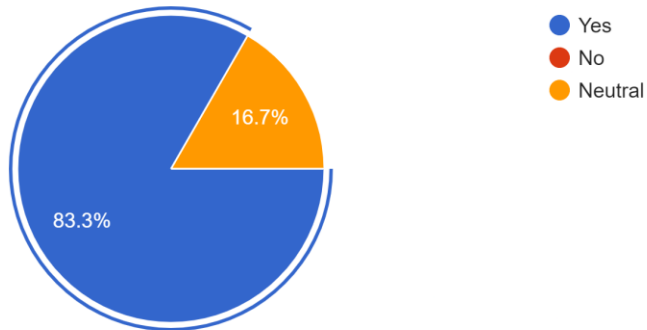
Should you have to pay to claim land?

6 responses

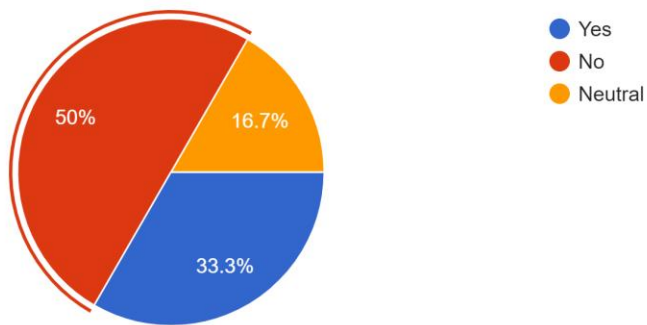


- Yes
- No
- Neutral
- No, but you shouldn't be able to claim infinite land.

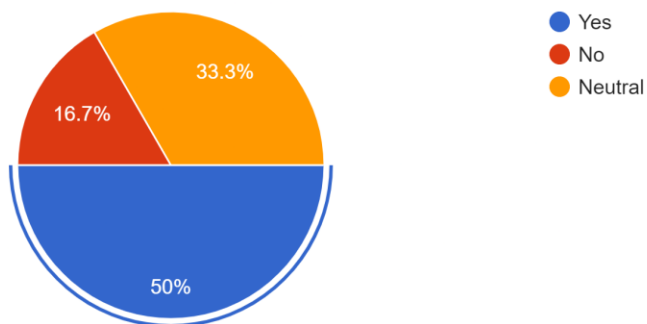
Should there be a live map where you can see where everyone is? This was on SMP Earth  
6 responses



Should (enough) TNT be able to destroy obsidian?  
6 responses

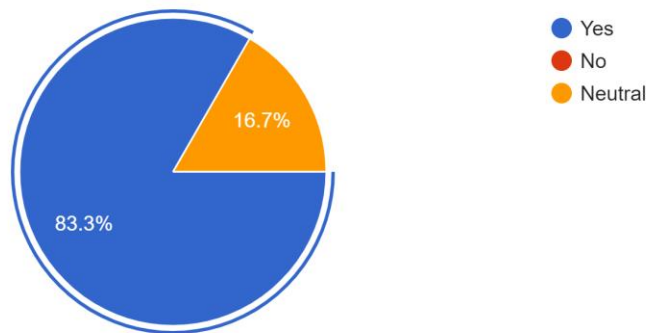


Should there be TPA? (tp to & from other players)  
6 responses



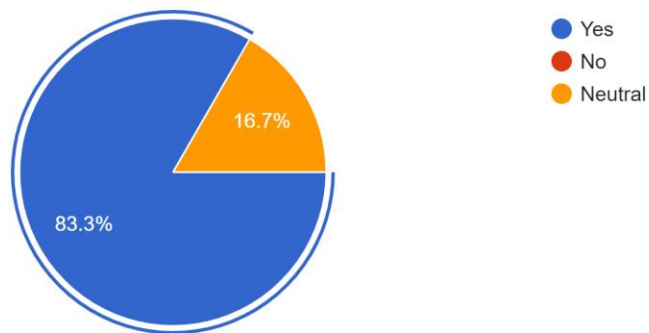
Should you be able to make portals of any shape?

6 responses



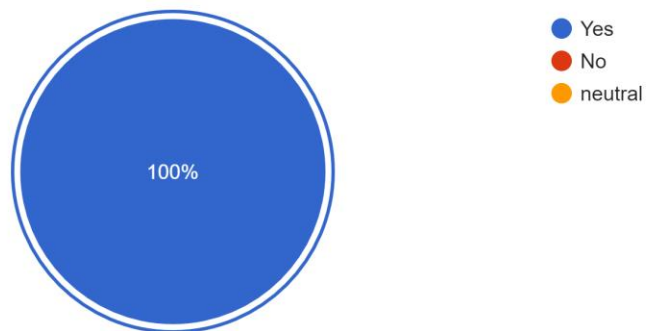
Should sleeping require only one person? (Multiplayer sleep)

6 responses



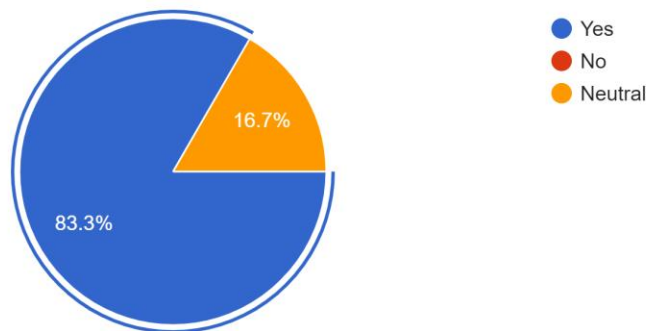
Should you be able to pose armor stands however you wish? (Armor statues mod)

6 responses



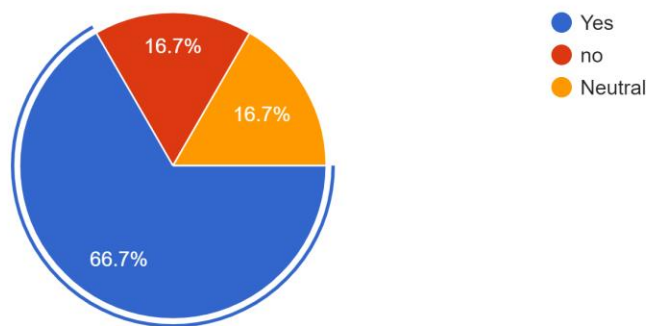
Should dropping concrete powder in a cauldron convert it to hard concrete?

6 responses



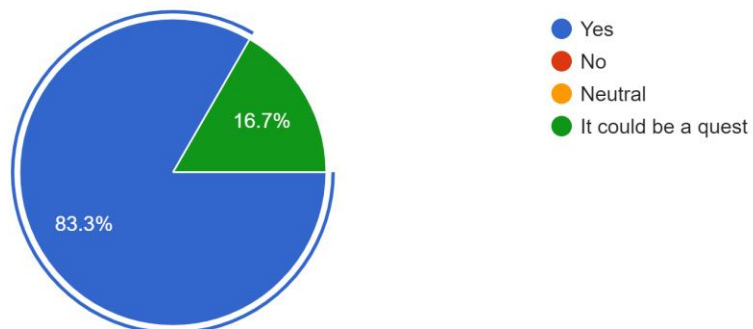
Should players drop a block with their skin's head when they are killed by another player?

6 responses



Should mobs have a chance of dropping their head upon death?

6 responses



Should Wandering traders trade micro blocks in addition to their normal trades? (Micro blocks are heads with small block textures on them. Hermitcraft S7 has this.)

6 responses

