

**This FAQ is subject to change.**

**Is it pirate friendly? Why/why not?**

No, pirates make moderating a server very difficult since people can just open an infinite amount of accounts or log in under other people's names.

**How do I join a faction?**

Look at the steam group (link below) and check if the faction you wish to join has a group and contact the mods.

**How do I start a board faction?**

If your board doesn't have a faction yet you can recruit from your board and make a steam group (or contact the old boards steam group to see if you could be given leader) representing your board and contact the 4Craft admins to get you settled in.

**What's factions?**

Factions is a plugin that allows you to make groups/clans/factions which can claim land, enemy or ally other factions. There are different ranks within a faction which is managed by the Leaders and Officers.

**Map size?**

8000x7000 in total.

<http://i.imgur.com/GrKm8e1.png>

**What version of minecraft is the server?**

1.6.2

**What's the IP?**

4craft.co

**What difficulty is the server?**

Hard. All the mob related plugins tried so far had some form of defective function that is unfavoured, so changing from Normal to Hard.

**How many players will it hold?**

200+

**Where is the server located?**

The United Kingdom

**What's the steam group? (If you have any questions join the Steam Chat or TS)**

<http://steamcommunity.com/groups/implyingyourgroupisbetter>

**TeamSpeak IP (get on even if you're not going to use a mic):**

ts.sameteem.com

**Will you ask for donations?**

No. But donations are accepted.

**What are the consequences of dying?**

Nothing out of the normal, there's no time ban. Just that you die and lose your things as usual.

**What interaction will there be between mod and player?**

Limited, the mods won't be interacting with players unless it's needed.

The admins won't be allowed to play at all.

**What does Saile look like?**

Pic here: <http://i.imgur.com/6Za7ofh.jpg>

\*COUGH\*