\*\*Notes from Author

Moderators deserve a kill-log. It is important to perform the job of moderator in a working sense, and would be of greater help than harm. If a moderator abuses this, he shouldn’t be a moderator.

I believe that the mayor, or police chief, as the person in charge of police roles, should be able to “demote”, or fire, someone from a job should they not be performing their duties correctly. This should only be allowed a certain number of times.

The police “Trusted” rank should be removed, because it overcomplicates the job of enforcing the laws as police. There are never enough players as police to provide proper law enforcement, so making it harder is not the way to stop abuse. The mayor should be given an arrest baton again.

/job should be returned as a command. It is absolutely essential to original roleplaying, and it’s lack desperately detriments roleplay.

==General Rules==  
**1.** Administrative word is law to an extent. Moderators exist to enhance your experience, and- in true role-play spirit- use their own judgment to decide what should and should not be allowed. What they say is to be followed or taken up the chain of command, but generally be aware that mod word is law until otherwise denounced by a higher source. Anything explicitly stated in the MOTD should overrule moderator clearance until otherwise noted.

**2.** Meta-gaming is not allowed. Meta-gaming is using out of character information in-game- this includes things like out-of-game chat, or using OOC or /advert to convey information such as character status or non-RP-like advertisements, such as “10K TO BREAK ME OUT OF JAIL!!”

This includes things like extra-game police warrants. Team chat may still be used for this.

**3.** Using scripts or hacks to gain an edge over other players is not permissible and- when proven- will leave the perpetrator immediately eligible to any punishment that the handling Mod sees fit, such as a permanent ban.

**4.** Threat of DDoS-ing the server will result in a permanent ban. We take that stuff seriously, whether you're joking or not.

**5.** As a gun dealer, salesman, or other merchant class, self-supplication is allowed in certain scenarios. In real life, you would be permitted to take part in owning the wares that you sell. You must, however, as these classes, own a shop. If it is proven that you do not have an active shop, and at the same time still have weapons on you or are not building, it is eligible for general abuse punishment.

**6.** Mic-spamming is only permissible as a street performer or a homeless class, but can be immediately stopped or prohibited by any active administrative staff including moderators.

**7.** Racism or bigotry isn't allowed in any capacity, and will be dealt with according to situation.

**8.** To raid, type /raid while looking at a players prop/door.

**9.** To mug, type /mug while looking at the person you wish to mug. \*\*I personally feel that this should be revised, as it allows people a free pass to kill anyone they want if they’re careful about it.

**10.** Doing non-roleplay-like things, such as abusing punch-weapons, shoot-missing towards people, and generally acting in a manner that detriments to role-play, generally, will lead to administrative action and leaves you eligible for minor punishment.

**11.** Respect all players and staff, to a degree of common respect. Constantly flaming on another player for out of character reasons is not allowed.

**12.** Do not break NLR (New Life Rule). This means do not return to the spot where you died until it is certainly clear. You must also forget everything that happened in your past life.

**13.** Do not exploit the gun glitch (where you hit a gun shipment that's floating, this takes it out of the other players pocket). \*\*This needs fixed anyway.

==Rules on Building==  
1. Bases must be small, and within the building. If your property has a fence, then you may not build a mega wall.

2. A 'Kill Box' is a base where the entrance is made in a way that it is impossible or nearly impossible to shoot the owners, but the owners can easily shoot the intruders. This is not allowed.

3. Hobos are not architects. They are to build structures that make role-play sense. No giant mansions, or ridiculous fences.

4. No crouching bases. This refers to a base that is made so the only way to enter is through a hole in which you have to crawl through. This is not allowed. \*\*Should fall under “Bases should make roleplay sense.”

5. Using the completely black material on the props in your base is forbidden. \*\*Should fall under “Bases should make roleplay sense.”

6. No more than 5 Fading doors per base. \*\*Should fall under “Bases should make roleplay sense.” Possibly needs revised, as the limit is strict and easily abused.

==Rules on Murder==  
\*\*RDM should be defined as killing someone without any semblance of a roleplay reason. This should be differentiated between unlawful murders, like if someone is trying to bait you into killing them. You have a roleplay reason, even if it isn’t good.

1. Murder must be within role-play, and make sense for the character.

2. A police officer or government official should not be exempt from the general “RDM” rules. That doesn’t, however, mean that they can’t kill an assailant or someone attacking another citizen.

3. To kill randomly and without reason is known as Random Death Match and is forbidden. \*\*Covered in top.

~~4. When a hobo is throwing bug bait, you are allowed to kill said hobo. Although, you CAN be arrested for murdering the hobo. (Gov. jobs cannot kill hobos for throwing bugbait, only arrest them.)~~ \*\*Bugbait should be removed in general. A total hobo revision is necessary.

==Governmental Rules==  
1. Police Officers should not abuse the tools given to them to fight crime. This is common sense, and will be dealt with using minor punishment if found.

2. The stun stick is considered a tool used to enforcing the law without arresting. Generally, it should be used only on non-violent crimes or pacification. \*\*I believe that the stunstick should be given some power to actually stun those hit with it, which would both perform well in making it seem like an actual punishment and be useful in apprehending wanted criminals, which- as of current- is desperately too far nerfed.

3. Armed suspects that provide an immediate threat may be dealt with, as stated before, violently, though any abuse of this will be dealt with harshly. If a suspect is unarmed, or hasn’t fired at you, then they are not eligible for fire.

4. Bail is to be decided by the mayor, not the police. If there is no mayor, then you can decide whether or not someone gets to pay bail to get let out early. Any abuse or negation of this rule will be demote-able.

5. The PD lobby is open to the people, and people are allowed in there. You may make it so they have to consent to a weapon check to be in there though, but that's up to the mayor. \*\*I feel as though this requires revision, but I’m not entirely sure how to go about it yet.

6. The mayor may not make laws that break server rules or do not make sense in roleplay.  
Example: RDM is allowed, everybody must give mayor money, etc.

7. The use and sale of pistols is allowed at all times. Having them out can be an arrest-able offense if the mayor makes it. \*\*Maybe this needs revision, but it seems fairly balanced and okay.

8. The mayor- as a government official- should not break any laws about weapon ownership. This includes owning currently illegal weapons. Police should be an exception, as they are generally stocked with weapons that the public isn’t allowed.

9. Police or Mayoral corruption should not be allowed.

-placing hits on people  
-owning printers  
-doing drugs  
-doing things normal citizens cannot do.

10. Police should have substantial evidence to warrant a building. Someone talking about printers, et cetera still counts.

11. ~~Police are not allowed to own doors or buildings.~~ \*\*I don’t understand why this is necessary at all.

~~12. Police may not kill hobos for bugbait (its considered murder you may arrest for bugbait)~~ \*\*This already requires serious revision.

13. When no mayoral construct is present, the working police officers are to default to the original 6 laws. These include:

* No printers
* No drugs
* No raiding/murder
* No guns
* No stealing

Roleplay-sense laws should be used but with expectation of heavy moderation.

==Rules on Mafia/Mob==  
1. You may only base with the same faction. Russians base with Russians, and Italians base with Italians.

2. You may only raid if the faction boss is present, and there are at least 2 gangsters. A faction medic does not count as a gangster, the medic would count only as the 4th man in the raid.

3. Just because the faction boss spawns with a lock pick, doesn't mean he/she is allowed to pick the locks on doors without anyone else (aka thieve).

~~4. No wars between the two factions.~~ \*\*I don’t understand this. It is a moderator’s job to make sure things like this- fun but complicated- are allowed. If something gets out of hand, you can always pull up Rule #1.

==Rules on Mugger==  
1. To mug someone, you MUST type /mug in the chat while looking at the player you   
wish to mug. Abusing this is strictly forbidden, and- if caught- will be eligible for harsh punishment.

2. You cannot mug hobos.

3. You cannot mug at the spawn.

4. You CANNOT raid or thieve.

5. You CAN mug the same person with other muggers assisting you.

~~6. You can only base with other muggers.~~ \*\*I don’t see why this is necessary.

==Rules on Thief==  
1. You are NOT allowed to raid- this constitutes breaking into bases occupied with people.

2. You ARE allowed to break in, but if the owner starts shooting you cannot shoot back. This also means you cannot crow bar them to death.

3. As stated earlier, do not abuse the climb swep; do not use it to punch people randomly. This is an offense eligible for administrative action.

~~3. You are only allowed to base with other thieves and other professional thieves.~~ \*\*This seems unnecessary. In real life, you can live with an asshole despite not being an asshole.

4. You cannot scam people out of money unless it makes roleplay sense. Selling someone something because they’re dumb is different from withholding goods promised.

==Rules on Professional Thief==  
1. You may raid with at least one other professional thief (group of 2 professional thieves).

2. You may NOT raid with regular thieves.

3. You may thieve.

4. You can only base with other professional thieves and regular thieves.

==Rules on Hitman==  
1. You may not thieve or raid.

2. You may break into a house, but only to kill the person you have a hit on. You may not steal/break anything.

3. You may not accept hits on the Staff on Duty. You also may not accept hits from the Staff on Duty.

4. You may not accept a hit on the same person within 30 minutes. \*\*This needs to be more drastically enforced.

~~5. You may only base with other hitmen/professional hitmen~~. \*\*Why?

==Rules on Professional Hitman==  
1. You may not thieve or raid.

2. You may break into a house, but only to kill the person you have a hit on. You may not steal/break anything.

3. You may not accept hits on the Staff on Duty. You also may not accept hits from the Staff on Duty.

4. You may not accept a hit on the same person within 30 minutes. \*\*This needs to be more drastically enforced.

5. ~~You may only base with other hitmen/professional hitmen.~~ \*\*I don’t see why.

==Rules on Gun Dealer==  
1. You cannot specifically sell to one faction. You can, however, restrict access from certain players based on whether that player has wronged you in the past during your current life. This only extends to one death, however.

2. You must have a shop in which you publicly sell. It must be accessible to the general public, advertised with a sign, and non-restrictive based on faction. You must have this BEFORE you own a weapon.

3. You may have a weapon of your own, but it should only be used to defend yourself or your shop, which must be made before you own said gun.

4. You may base with other dealers (Black market dealers, gun dealers, salesmen, doctors, and drug dealers).

5. You may not raid/thieve.

==Rules on Drug Dealer==  
1~~. You may only base with other dealers.~~ \*\*I lived with a drug dealer for several years without selling anything at all myself.

2. You cannot raid/thieve

3. You cannot sell to a specific faction.

4. You can avoid selling to police, or people you do not trust (if you think they are undercover cops).

==Rules on Black Market Dealer==  
~~1. You may only base with other dealers. \*\*I don’t see why.~~

2. You cannot raid/thieve

3. You cannot sell to a specific faction.

4. You can avoid selling to police, or people you do not trust (if you think they are undercover cops).

==Rules on Guard/Professional Guard==  
~~1. You may protect the employers BASE, but you are not a body guard.~~ \*\*I don’t see why.

2. Your name MUST be on the front door of the employer’s base.

3. You may not abuse the tools given to you to protect your employer’s base.

4. Unless it's specified that the building is private property, then you cannot immediately kill the intruder, you must give them a warning before doing so.

==Rules on Neutral Doctor==  
1. You may not specifically sell to one faction

2. You must sell to the public.

3. You may charge if you want, or you can give out free healing.

==Rules on Faction Doctor==  
1. You must heal your faction

.  
2. You may not assist in raids, but you may heal the wounded during the raid.

3. You cannot charge for healing your faction.

~~==Rules on Prostitute==  
1. You may not raid/thieve~~

~~2. You can only base with other prostitutes.~~

**\*\*I don’t feel as though this is a necessary class. It should be replaced, to my thinking, with the return of the /job command.**

==Rules on Salesman==  
~~1. You may only base with other dealers.~~ \*\*I don’t see why

2. You cannot raid/thieve

3. You cannot sell to a specific faction.

4. You can avoid selling to police, or people you do not trust (if you think they are undercover cops).

==Rules on Hobo==

\*\*This class needs desperate revision.  
1. You may not build large, or out of role-play structures.

2. Your home must be made of role-play materials that make sense.

~~3. You may not own weapons.~~ \*\*I don’t see why that’s necessary. People should be able to defend themselves.

4. You cannot own doors.

~~5. Bug bait is a killable offense.~~ \*\*Bugbait should be removed.

6. Mic spam is to be on a stage and must not be in a highly  
populated area.

~~7. Hobo King may have guns \*\*~~Why is this even a class?