Generations Advanced Rulebook

Abridged working reference · Policy 1.0 candidate

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Contents

Chapter 01 — General Conduct . . . 2
Chapter 02 — Roleplay Fundamentals . . . 4
Chapter 03 — Character Creation & Development . . . 6
Chapter 04 — Immersion & Realism . . . 8
Chapter 05 — Metagaming & Powergaming . . . 10
Chapter 06 — Valuing Life & Character Preservation . . . 12
Chapter 07 — Combat & Hostile Interactions . . . 14
Chapter 08 — Criminal Roleplay . . . 16
Chapter 09 — Police & Emergency Services . . . 19
Chapter 10 — Gangs & Organisations . . . 22
Chapter 11 — Vehicles & Driving . . . 23
Chapter 12 — Economy & Businesses . . . 24
Chapter 13 — Cheating, Exploits & Red-Zone Mechanics . . . 25
Chapter 14 — Streaming & Content Creation . . . 26
Chapter 15 — Administrative Enforcement . . . 27
Chapter 16 — Punishments, Reports & Appeals . . . 28
Disciplinary guidance . . . 30

Version 1.0 | Working consolidation — NOT a verbatim edition or publication authority

This reference consolidates the substantive policies of the sixteen chapter drafts at principal-rule level. The original numbered subclauses must be imported verbatim, with approved amendments, before this can become the authoritative Advanced Rulebook. Chapter 01 is reconstructed from the available approved policy summary; the remaining chapters are condensed from the drafts in the conversation. Do not use missing detail as evidence against a player. The new numerical proposals in Chapters 10 and 16 remain provisional until ratified. All in-city legal concepts are fictional server standards.

Founding principles: Immersion above convenience. Story over victory. Quality over population. Standards over popularity. Digital Realism: a believable, persistent digital world through authentic human behaviour, environmental awareness, meaningful interactions and lasting consequences, without unnecessary inconvenience. One player, one active character. No player or staff member is above the rules.

Chapter 01 — General Conduct

GC-01 — Scope

Applies to players, applicants, staff and associated community services. Off-platform conduct is relevant only where credibly connected to community safety or integrity; unrelated private conduct is not subject to general policing. Applicable law and platform policies remain relevant.

GC-02 — Acceptance

Read and follow the current published rules. Membership is conditional; ignorance is not an automatic excuse. Genuine ambiguity, mistakes and good-faith clarification must be considered.

GC-03 — Respect

Respect players as people. Criticism and disagreements are allowed. Legitimate fictional hostility cannot be used as a disguise for personal harm.

GC-04 — Discrimination and hate speech

Discriminatory slurs, degrading stereotypes and disguised hate are prohibited IC and OOC. Humour, culture and fictional character identity do not create exemptions. Severe misconduct may warrant permanent exclusion.

GC-05 — Harassment and bullying

Targeted unwanted contact, persistent insults, coordinated targeting and exploitation of vulnerability are prohibited. One sufficiently severe incident may qualify. Legitimate IC rivalry is distinct from personal harassment.

GC-06 — Threats and intimidation

Real-world threats, doxxing threats and account-related intimidation are prohibited. Assess context and credible risk; protect affected individuals as necessary. Legitimate IC threats are governed by roleplay rules.

GC-07 — Privacy

Do not improperly acquire or disclose private information, credentials or confidential admission, examination, ticket and administrative records. Good-faith private reporting and lawful evidence are permitted.

GC-08 — Sexual misconduct

Sexual harassment, coercion, predatory behaviour, explicit sexual roleplay, simulated sexual violence and pornographic content are prohibited. Non-explicit romance is subject to boundaries. Participants may withdraw from sensitive scenarios. Grooming or exploitation of minors warrants immediate protection and serious review.

GC-09 — Toxicity

Deliberate hostile disruption, spam, provocation and repeated derailment are prohibited. Ordinary frustration and respectful criticism are not independently misconduct.

GC-10 — Integrity and equal treatment

No immunity for donors, creators, staff or friends. Bribery and improper influence are prohibited. Staff must disclose conflicts and recuse from conflicted decisions.

GC-11 — Impersonation and dishonesty

Do not impersonate staff or official services, fake announcements, falsify evidence or misrepresent admissions. Legitimate IC deception is distinct. Unproven allegations and genuine errors do not automatically establish dishonesty.

GC-12 — Account responsibility

Secure accounts and report compromise. Whitelist access is personal; no selling, sharing for evasion or assisting evasion. Shared devices, networks or privacy tools alone are not proof of wrongdoing.

GC-13 — Advertising and spam

No unauthorised commercial solicitation, mass messaging, malicious links or misuse of membership lists. Ordinary discussion of other games and communities is allowed.

GC-14 — Administrative cooperation

Follow reasonable legitimate instructions. No obstruction, evidence destruction or false testimony. Staff may not demand credentials or unlawful/invasive actions. Respectful disagreement and appeals are protected.

GC-15 — Reporting and retaliation

Submit accurate information and evidence where available. No malicious reports or retaliation. An unsuccessful report is not automatically false. Protect case confidentiality.

GC-16 — Loopholes

Deliberate circumvention of a specific established standard is prohibited. Staff must identify the underlying rule, not invent personal preferences. Clarify genuine ambiguity before harsh enforcement.

GC-17 — Enforcement

Consider severity, intent, evidence, impact, history and mitigating circumstances. Serious cases may warrant protective suspension or permanent exclusion. Document rules and reasons; AI alone cannot determine serious outcomes. Staff abuse is actionable.

GC-18 — Amendments

Publish version and effective date; no ordinary retrospective enforcement. Document emergency measures. Informal staff statements do not amend the rules.

Chapter 02 — Roleplay Fundamentals

RF-01 — Definition and purpose

Portray a character with believable motivation, knowledge and behaviour. Ordinary life and failure are valid stories; professional acting is not required.

RF-02 — IC/OOC separation

Keep player identity, relationships and external knowledge separate from character experience. No personal retaliation through roleplay. Chapter 05 governs information misuse.

RF-03 — Remaining in character

Stay IC during active participation; report disputes afterward where safe. No administrative threats in character. Safety, accessibility and technical emergencies take priority.

RF-04 — Participation and contribution

Give others meaningful opportunities to participate, communicate and respond. Reserved characters and reasonable silence are legitimate; deliberate avoidance is not.

RF-05 — Character agency

Do not impose voluntary responses, emotions or unsupported outcomes. Legitimately established restraints, arrests and injuries may impose involuntary consequences.

RF-06 — Collaborative storytelling

Acknowledge established events and other participants' agency. Disagreement, rejection, negotiation and unexpected developments are valid. No player is the main character of the whole city.

RF-07 — Win mentality

Do not prioritise victory through improper means or manipulate scenes to avoid loss. Legitimate ambition, competition and skill are allowed.

RF-08 — Roleplay avoidance

Do not deliberately disconnect, abuse interiors, respawn, storage or false technical excuses to evade unresolved consequences. Believable withdrawal, emergencies and accessibility needs are distinct.

RF-09 — Forced roleplay

Do not impose predetermined outcomes without reasonable opportunity or use personal pressure to compel participation. Legitimate involuntary arrest, robbery or detention may be permitted.

RF-10 — FailRP

Material contradiction of established circumstances may be FailRP. Unusual behaviour and unavoidable technical errors alone are not violations. Use specific clauses where applicable.

RF-11 — Scene continuity

Acknowledge prior events, injuries and obligations. Mechanical completion, relocation or reconnection do not automatically conclude a scene. Formal scene resets require authorisation.

RF-12 — Communication

Use natural IC communication; do not disguise OOC information in euphemisms or deliberately obstruct participation. Natural accents, language differences and accommodations are respected.

RF-13 — Descriptive commands

Where supported, /me describes observable attempted actions and /do established circumstances. Do not fabricate evidence, objects or outcomes or dictate another player's voluntary response.

RF-14 — Environment and locals

Treat the fictional city as populated even when NPCs are absent. Do not fabricate specific witnesses, recordings or police responses.

RF-15 — Initiation and escalation

Conflict must arise from legitimate context. Disproportionate escalation from trivial disputes is prohibited. Immediate defensive action may be justified by imminent danger.

RF-16 — Boundaries

Ordinary permitted consequences do not require individual player consent. Protected sensitive scenarios and personal safety do. No retaliation for legitimate boundaries; staff may arrange an alternative resolution.

RF-17 — Technical interruptions

Make reasonable efforts to preserve continuity and reconnect when possible. Only authorised staff may formally reset disputed scenes. Genuine emergencies take precedence.

RF-18 — Responsibility

Players remain responsible for their own actions even when others roleplay poorly. Distinguish learning from deliberate disregard. Repeated failure may warrant guidance, reassessment or whitelist review supported by observable conduct.

Chapter 03 — Character Creation & Development

CD-01 — Identity

Each character requires a believable name, adult age, background, personality, motivation and strengths or limitations. No real-world identity disclosure required.

CD-02 — Naming

Respect all cultural naming conventions. No deliberately offensive, disruptive or impersonating names. Coincidental similarity is not sufficient proof. Legitimate aliases are allowed.

CD-03 — Age

Playable characters must be at least 18. Fictional character age is distinct from real-world admission eligibility, which remains a separate policy.

CD-04 — Appearance

Reasonable freedom of physical appearance and style. No degrading portrayals or deliberately exploitative models, hitboxes or visibility. Disguises remain subject to applicable rules.

CD-05 — Backstory

A plausible personal history is required; ordinary backgrounds are valid. No fabricated ownership, professional authority, restricted access or other people's involvement without agreement.

CD-06 — Personality and limitations

Ambition and morally complicated characters are allowed. Recognise vulnerability and limitations. Personality cannot excuse violations.

CD-07 — Knowledge and abilities

General background knowledge is permitted; specialist privileges and skills require appropriate justification and authorisation. Real-world expertise does not bypass fictional qualifications.

CD-08 — Consistency

Behaviour should reflect established motivations and circumstances. Genuine change is allowed; arbitrary contradictions to evade consequences or gain advantages are prohibited.

CD-09 — Organic development

Relationships, achievements and progression should emerge through meaningful experiences. Do not force others into predetermined arcs. Ordinary life is legitimate.

CD-10 — Relationships

Mutually agreed pre-existing relationships are allowed. No imposed significant personal relationship, fabricated authority or automatic IC loyalty based on OOC friendship.

CD-11 — Occupational and criminal progression

Legitimate career changes, civilian lifestyles and criminal development are permitted; professional status and criminal influence must be earned. No unsupported qualifications or authority.

CD-12 — Single Character Policy

CD-12.1 Every player is permitted to maintain only one active character within Generations Roleplay.

CD-12.2 Additional character slots are prohibited. Players must not use alternative accounts to circumvent this restriction.

CD-12.3 Players wishing to create a different character must first permanently conclude their existing character through an authorised Character Kill (CK) procedure.

CD-12.4 Character Kill constitutes the permanent death and retirement of that character's identity.

CD-12.5 Once a Character Kill has been finalised, the previous character cannot be restored through ordinary gameplay or character recreation.

CD-12.6 Replacement characters must possess independent identities, backgrounds, relationships, motivations and knowledge.

CD-12.7 Character Kill must not be used to evade administrative investigations, disciplinary action or outstanding accountability.

CD-12.8 Players must not deliberately transfer assets to intermediaries before a Character Kill with the intention of recovering them through their replacement character.

CD-12.9 Previous character knowledge, professional authority, criminal reputation, possessions and relationships must not automatically transfer to a replacement character.

CD-12.10 Character replacement does not erase the player's administrative history, warnings, suspensions or other account-level restrictions.

CD-13 — Successor-character separation and asset transfers (approved amendment in principle)

After CK, the successor has an independent identity. No direct or indirect inheritance of predecessor-specific assets, restricted information, rank or reputation; no intermediaries for recovery. Independent legitimate new relationships and ordinary geographical knowledge remain allowed. This section requires final replacement wording during exact-text reconciliation.

CD-14 — Identity changes

Legal identity changes and disguises must use applicable procedures; no retroactive evidence erasure, admin evasion or arbitrary rewriting. Genuine creation mistakes can be corrected.

CD-15 — Injuries and personal consequences

Acknowledge significant injuries and proportionate recovery. No forced specific psychological response or fabricated condition for immunity. Respectful disability portrayal is permitted; private medical disclosure is not required.

CD-16 — Retirement, death and continuity (amended)

Inactivity is not CK and does not release a slot. Creating a replacement requires authorised permanent CK, not retirement alone. Ordinary incapacitation/respawn is not CK. No unilateral permanent death, prohibited restoration or successor inheritance. Chapter 06 governs the procedure.

CD-17 — Originality and sensitive portrayals

Inspiration is permitted; direct impersonation and degrading stereotypes are not. No artificial accent or theatrical performance required.

CD-18 — Approval and review

Character concepts may be reviewed for plausibility and compliance, not writing ability. Document requested changes and rejections. No AI-only serious decision; review and appeal are available.

Chapter 04 — Immersion & Realism

IR-01 — Digital Realism standard

Believable human behaviour, environmental awareness and consequences matter more than mechanical possibility. Do not require exact real-world simulation or unnecessary inconvenience.

IR-02 — Generations Blender Theory

Do not perceive the city merely as a grey workspace of objects, opponents and immediate objectives. Respect location, locals, citizens and the significance of actions. Efficient gameplay alone is not misconduct; establish observable disregard of roleplay.

IR-03 — Environmental awareness

Consider weather, visibility, hazards, location and surrounding people. Do not fabricate circumstances or acquire information beyond legitimate perception. Account for rendering and accessibility limitations.

IR-04 — NPCs and locals

Treat locals as fictional inhabitants, not disposable resources. No unjustified harm or fabricated testimony. No obligation to perform impossible NPC interactions.

IR-05 — Physical realism

Respect physical limitations, fatigue and injuries. No unsupported superhuman abilities. Risk-taking may be legitimate when consequences are acknowledged.

IR-06 — Movement and animation

Prohibit speed boosting, glitch rolling, exploitative animation cancelling, movement acceleration and ghost peeking. Intended movement and accidental errors are distinct.

IR-07 — Environmental interaction

Respect physical obstacles, access permissions and geometry. Legitimate IC trespass differs from technical exploitation. Accommodate accessibility reasonably.

IR-08 — Public spaces

Public locations remain fictionally populated at low server population. Do not invent specific witnesses or evidence. Formal safe zones require published restrictions.

IR-09 — Driving

Acknowledge vehicle capabilities, terrain, public surroundings and damage. Traffic offences are not automatically administrative violations. Chapter 11 governs details.

IR-10 — Accidents

Significant collisions require proportionate responses; minor collisions do not mandate elaborate scenes. Consider technical errors, damage, injury and context.

IR-11 — Medical immersion

Health bars and mechanical revival do not automatically establish complete recovery. Recognise injuries without imposing unsupported permanent conditions.

IR-12 — Weapons and equipment

Respect equipment availability, restrictions and the significance of introducing a weapon. Do not fabricate supplies or exploit equipment interactions.

IR-13 — Time, distance and pacing

Acknowledge continuity and geographical separation. Do not artificially rush or prolong every scene. Authorised time compression and real-life obligations are recognised.

IR-14 — Civilian immersion

Employment, recreation, relationships and ordinary routines are meaningful. No requirement to manufacture conflict or seek wealth or recognition.

IR-15 — Economic realism

Respect legitimate ownership, debts and transactions. Financial ambition is allowed but does not justify exploitation or successor transfers.

IR-16 — Atmospheric communication

Natural speech and contextual audio are encouraged; no deliberately disruptive voice or audience-driven escalation. No artificial accent requirement.

IR-17 — Abstraction and technical limits

Authorised simplified systems are permitted. Do not exploit unintended behaviour. Staff must not punish unavoidable technical limitations or unpublished requirements.

IR-18 — Persistent identity

One character across sessions. Established consequences persist. CK is mandatory for replacement, not a routine reset; successor assets and information remain separate.

IR-19 — Development and administrative responsibility

Build mechanics supporting roleplay and preventive controls where feasible. Test detection; document exceptions; do not punish based on undefined simulation requirements.

IR-20 — Contextual enforcement

Identify specific observable misconduct, available alternatives and consequences; distinguish believable mistakes from violations. Digital Realism and Blender Theory are not arbitrary catch-all offences.

Chapter 05 — Metagaming & Powergaming

MP-01 — Metagaming

Improper acquisition, disclosure or use of character-external information. An actual measurable advantage is not required; accidental exposure alone is not misuse.

MP-02 — Legitimate information

IC dialogue, observations, authorised communications and records, experience and reasonable deductions are valid. Do not fabricate prior acquisition or certainty.

MP-03 — External communication

No unauthorised external active IC coordination. External calls for unrelated matters, support or accessibility are not automatically prohibited. Approved IC channels must be designated.

MP-04 — Stream sniping

No use of livestreams, recordings or viewers to obtain actionable restricted information. Ordinary viewing without misuse is permitted; coincidental encounters are not proof.

MP-05 — Recognition

Use legitimate IC characteristics and familiarity, not server IDs or external usernames. Masks are neither automatic anonymity nor automatic identification. Acknowledge uncertainty.

MP-06 — Interfaces

Use intended IC GPS, dispatch and similar tools. Technical overlays, player lists, logs and unintended information exposures are not legitimate character knowledge.

MP-07 — Camera

No exploitative ghost peeking, unauthorised free-camera or spectator access. Ordinary authorised third-person camera is permitted; accidental observation is distinct from deliberate misuse.

MP-08 — Indirect metagaming

No laundering externally acquired information through IC channels or intermediaries. Assess each recipient's knowledge and involvement; innocent recipients are not automatically liable.

MP-09 — Privileged information

Staff and developers must separate privileged access from IC activity. No use of logs, tracking, confidential records or unpublished mechanics for advantage. Independent review is required.

MP-10 — Post-CK knowledge

Successor characters cannot inherit restricted predecessor knowledge, revenge, assets or rank. Ordinary map and gameplay knowledge remain permitted; restricted information must be legitimately reacquired.

MP-11 — Accidental exposure

Do not act on, circulate or deliberately continue acquiring accidentally encountered restricted information. Report material scene compromise; good-faith disclosure may mitigate.

MP-12 — Powergaming

Unsupported abilities, imposed outcomes or deliberate mechanic abuse that bypasses reasonable limitations or agency are prohibited, even if an attempt fails.

MP-13 — Physical abilities

No unsupported strength, injury immunity, incapacitated activity or carrying-capacity bypass. Distinguish legitimate exceptional abilities and technical errors.

MP-14 — Agency

Do not dictate another's voluntary action, emotion or response. Legitimate mechanics may establish involuntary restraint or injury; agency is not immunity from consequences.

MP-15 — Commands and evidence

/me and /do cannot invent objective evidence, equipment, outcomes or retroactively rewrite events. Legitimate IC verbal deception is distinct.

MP-16 — Exploitation

No speed boosting, glitch rolling, exploitative animations, inventory, camera, physics or synchronization abuse. Intended mechanics and legitimate skills are allowed.

MP-17 — Professional powers

No invented qualifications, authority, diagnoses, warrants, evidence or unsupported institutional access. Approved fictional deception or corruption does not grant OOC powers.

MP-18 — Scripted activities

Completing a mechanical requirement does not replace roleplay. Respect hostages, injuries and other participants. Efficient repetition of authorised activity alone is not powergaming.

MP-19 — Skill and exceptions

Legitimate map knowledge, deduction, proficiency and approved accommodations are permitted. Exceptional performance may be investigated with supporting context, not presumed guilty.

MP-20 — Evidence

Identify information source and conduct or unsupported ability and effect. Assess independent explanations, evidence reliability and intent; no unrestricted device inspections or AI-only serious findings. Avoid duplicative sanctions.

Chapter 06 — Valuing Life & Character Preservation

VP-01 — Significance of life

Characters are not disposable; their lives, injuries and choices matter regardless of profession or respawn availability.

VP-02 — Value of Life

Recognise credible danger and survival consequences. Reasonable occupational and criminal risks, mistakes and self-defence are allowed.

VP-03 — FearRP

Respond believably to danger. Calm compliance, negotiation, withdrawal and justified resistance may be valid. No prescribed emotional performance.

VP-04 — NVL

Unjustified disregard of serious danger, injuries or survival because of respawn or rewards is prohibited. Failure to survive is not proof; NVL does not automatically authorise CK.

VP-05 — Threats and compliance

Recognise credible immediate threats, allow reasonable response, and ordinarily prioritise survival under overwhelming control. No impossible demands or overridden safety boundaries.

VP-06 — Resistance

Resistance, escape or self-defence may be justified by circumstances; not every threat requires unconditional surrender. Success or failure alone does not determine legitimacy.

VP-07 — Lives of others

Recognise other characters and locals as meaningful. No unjustified serious harm or additional violence for amusement or humiliation.

VP-08 — Hostages

Respect hostage safety, established constraints and agency. No arbitrary CK. Chapter 08 governs acquisition, detention and limits.

VP-09 — Professional risk

Emergency personnel may accept reasonable occupational danger but remain subject to character preservation requirements.

VP-10 — Injury and incapacitation

Acknowledge established states. Unconscious characters cannot act or acquire observed information as if conscious. Incapacitation alone is not NLR or CK.

VP-11 — Incapacitated communication

Communication must match established consciousness and physical ability. No external coordination or camera-derived actionable information. Authorised automatic emergency alerts remain permissible.

VP-12 — Treatment and recovery

Mechanical healing is not complete recovery. Acknowledge proportional injuries and medical roleplay. No unsupported permanent conditions or mechanical immunity from arrest.

VP-13 — Death classifications

Distinguish injury, incapacitation, ordinary medical revival, qualifying Player Kill (PK) respawn and permanent Character Kill (CK). Only the qualifying PK triggers NLR; ordinary revival does not.

VP-14 — NLR

After qualifying PK, restrict involvement for at least 30 connected real-world minutes, and longer if the original incident remains unresolved. Disconnect time does not count. No assistance, evasion or memory-based participation; independent legal consequences remain.

VP-15 — Memory

Forget actionable personal details from initial meaningful involvement in the fatal incident to qualifying death. Prior independent knowledge remains. After the scene concludes and timer expires, legitimate independent information may be reacquired, but personal memory does not return.

VP-16 — Return and revenge

No direct or indirect assistance, surveillance, asset recovery or retaliation in the affected incident. Accidental proximity with withdrawal is not automatically a violation; later independent investigations remain possible.

VP-17 — CK

Permanent termination of the sole active identity; replacement requires authorised CK. Inactivity does not release the slot. Ordinary respawn, combat and gang declarations cannot cause CK. Exceptional technical or overturned-decision restoration requires management review.

VP-18 — Voluntary CK

Submit a documented request and confirmation; 24-hour reconsideration period. Review asset activity and administrative concerns. Consent may be withdrawn before finalisation; off-screen conclusions are allowed, with no forced graphic content.

VP-19 — Involuntary CK

No unilateral player or gang CK. Exceptional character-specific integrity remedy only under a separately approved and published policy, with independent review, alternatives considered and pre-finalisation appeal. Not enforceable until that policy exists.

VP-20 — Authorisation

Unique request reference, identity verification, review, classification, consent or formal review, authorisation, deactivation, asset reconciliation, completion verification and slot release. Voluntary approval by at least one unconflicted senior administrator; involuntary requires two independent authorised senior personnel including Owner or designated equivalent. No finalisation during a valid pre-finalisation appeal; secure auditable safeguards.

VP-21 — Assets and replacement

Revoke character-specific assets, permissions and rank; no successor inheritance or intermediary transfers. Respect third-party interests, resolve estates through approved procedures and retain player-level sanctions subject to retention policy. Whitelist may remain active.

VP-22 — Exceptional circumstances

Verified faults may warrant correction; do not self-invalidate scenes or fabricate issues. Personal safety and emergencies take priority. No forced graphic or self-harm roleplay.

VP-23 — Enforcement

Assess danger apparent at the time, injury, alternatives, technical context and intent. NLR findings require death classification, timer, scene and conduct. No routine CK punishment or AI-only serious decisions.

Chapter 07 — Combat & Hostile Interactions

CH-01 — Purpose

Hostility needs legitimate character motivation, participation and applicable preservation requirements. Combat skill is not prohibited.

CH-02 — RDM

Deliberate unjustified attack or attempt without sufficient initiation or exception is prohibited even without death. Rival membership, entertainment and trivial manufactured disputes are insufficient alone. Accidents are distinct.

CH-03 — VDM

Improper intentional vehicle aggression is prohibited. Distinguish accidental collisions, legitimate pursuit contact and narrow immediate life-preserving exceptions. Acknowledge damage and injuries.

CH-04 — Initiation

Meaningful, reasonably identifiable hostile circumstances and sufficient justification are required before attack unless immediate danger justifies an exception. No magic phrase or universal countdown; group hostility is scoped.

CH-05 — Response opportunity

Allow reasonable time to understand and respond; consider communication limits. No impossible demands or immediate attacks after artificial initiation absent independent threat.

CH-06 — Escalation

Escalate proportionately to established causes; weapons are significant escalation. No manufactured fights or automatic lethal response to minor disagreements.

CH-07 — Force

Force must remain justified and proportionate. Consider compliance, surrender, incapacity and changing danger. No additional violence solely for humiliation or punishment.

CH-08 — Defence

Actual or imminent danger can justify immediate self-defence; reasonable defence of others requires legitimate awareness. No contrived defence or unlimited retaliation.

CH-09 — Groups and intervention

Participation requires legitimate knowledge and involvement. Established group initiation may cover relevant participants, not all affiliates. No unauthorised reinforcement or participant limit evasion.

CH-10 — Continuing hostility

Connected unresolved scenes may continue; concluded interactions require new justification and applicable initiation. No perpetual combat authorisation. NLR supersedes ongoing hostility.

CH-11 — Disengagement

Surrender and withdrawal are legitimate outcomes, not immunity from arrest or restraint. Respect changed threat conditions and do not exploit surrender mechanics.

CH-12 — Weapons

Respect ownership, carrying, storage and availability. No unjustified display or use, fabricated equipment or animation abuse. Authorised recreational use may be allowed.

CH-13 — Melee

Melee is subject to initiation and proportionality. A fistfight does not automatically authorise lethal escalation. Authorised consensual sport has limited scope.

CH-14 — Vulnerable characters

No unnecessary violence against incapacitated or restrained characters, no forced sensitive content or artificial death-state manipulation. Legitimate searches and restraints may occur. No unilateral CK.

CH-15 — Combat movement

No speed boosting, glitch rolling, abusive animations, hitbox manipulation or unintended acceleration. Ordinary intended movement and skill are permitted.

CH-16 — Visibility

No exploitative ghost peeking, restricted-camera access, rendering abuse or unfair visual modifications. Normal third-person and legitimate performance settings are permitted.

CH-17 — Combat logging

Intentional disconnection to avoid unresolved confrontation, arrest, treatment or asset consequences is prohibited. Genuine outages, emergencies and technical issues are distinct; reconnect or notify when reasonably possible.

CH-18 — Combat storing

No deliberate mechanical removal, despawn, transfer or storage of relevant assets to evade unresolved consequences. Legitimate concealment and unavoidable technical cleanup are distinct.

CH-19 — Combat healing

No exploiting recovery to erase injuries or repeatedly rejoin combat. Legitimate authorised treatment is permitted when consistent with medical state and scene.

CH-20 — Public locations

Respect populated environments and unrelated individuals; do not invent witnesses. Public crime can be legitimate IC conduct without automatically violating OOC rules.

CH-21 — Protected locations

Only published protected locations and boundaries have formal special restrictions. Do not initiate prohibited hostility or abuse protections to escape consequences. Legitimate medical care is permitted.

CH-22 — Revenge

Previous hostility may motivate a new legitimate scene but does not authorise indefinite targeting, harassment or NLR-restricted revenge. No successor-character retaliation.

CH-23 — Death and CK

Approved NLR: 30 connected minutes plus conclusion of original incident, restricted memories remain lost. Ordinary combat cannot impose CK. One active character only.

CH-24 — Evidence

Review initiation, motivation, opportunity, escalation, force and context. Logs alone do not establish intent. No guilt by high skill or affiliation; independent review and proportionate remedies.

Chapter 08 — Criminal Roleplay

CR-01 — Purpose

Fictional unlawful activity is permitted within rules and must acknowledge civilians, locals, institutions and consequences. Crime is not inherently more valuable than civilian life.

CR-02 — Motivation

Financial gain, ambition, loyalty and other established motivations may justify crime; they do not justify unrelated violence. No fabricated grievances or OOC retaliation.

CR-03 — Progression

Criminal influence, contacts, resources and reputation must develop legitimately. Backstory grants no automatic restricted access. No exploited or staff-assisted progression.

CR-04 — Information

Restricted criminal knowledge must be legitimately acquired IC, not from guides, streams, logs or predecessors. Ordinary public controls/documentation remain permitted.

CR-05 — Preparation

Use authorised IC communications and systems; no fabricated equipment, artificial arrangements or unpublished technical advantage. Preparation should be proportionate to the activity.

CR-06 — Participants

Ordinary coordinated operations: four active criminals. Designated major heists: six. Material assistance, including remote involvement, counts. No rotating or splitting to bypass limits. Unwilling hostages, unrelated civilians and responders excluded. Published activity-specific limits supersede defaults.

CR-07 — Robbery and theft

Legitimate IC motivation and applicable initiation, force, agency and authorised systems required. No automatic permission for additional violence or unsupported seizures.

CR-08 — Player robberies

No targeting players for OOC vulnerability or repeated disruption. Reasonable demands and response opportunities. No real payments, credentials or unrestricted bank/property transfers; coerced withdrawals only if expressly authorised and regulated. Protected items and financial caps require publication.

CR-09 — NPC robberies

Treat locals as inhabitants. No gratuitous harm, fabricated evidence or exploitation. No requirement for impossible dialogue; published cooldowns apply.

CR-10 — Kidnapping and detention

Legitimate motivation, agency and initiation. Maximum 30 real-world minutes of involuntary criminal detention from first restriction of liberty; extension requires freely given OOC agreement without retaliation. No resetting the timer, unreasonable prolongation or automatic violence at expiry. Institutional detention is separate.

CR-11 — Hostage acquisition

Legitimate IC acquisition, character preservation and authorised mechanics required. NPC hostages only in designated activities. No fabricated hostages or OOC targeting of vulnerable players.

CR-12 — Hostage treatment

Respect safety, injuries, agency and participation. No gratuitous violence, prohibited sensitive content or permanent consequences. Do not transfer hostages between unrelated activities to bypass acquisition; detention timer applies.

CR-13 — Fake and voluntary hostages

Staged hostages to satisfy activity requirements or remove risk are prohibited. Genuine capture of an associate is not automatically fake. Approved narrative arrangements cannot manipulate rewards; cooperating active participants count.

CR-14 — Negotiations

Provide meaningful opportunity where possible. Neither party must accept every demand. No impossible demands, OOC pressure or artificial delays. Legitimate IC breach has consequences and does not authorise indiscriminate force.

CR-15 — Ransom

Only fictional, authorised demands within published limits. No real-world payments, private information, credentials or compelled rulebreaking. Inability to comply is not automatic justification for lethal force.

CR-16 — Heists

Use intended scripts and published activity conditions; script activation is not initiation against everyone. Respect hostages, police response, losses and continuity. Report duplicate rewards; no exploiting eligibility or rewards.

CR-17 — Cooldowns

Published activity-specific cooldowns apply even if mechanics permit repetition. One active major operation per criminal at a time. No rotation or overlapping operations to evade restrictions. Finish immediate obligations and respect NLR/recovery. Exact cooldowns pending.

CR-18 — Police involvement

Respect independent police duties. No baiting solely for combat, confidential availability misuse or circumvention of officer eligibility checks. Accept legitimate arrest and seizure; report rule violations separately.

CR-19 — Pursuits

Legitimate escape permitted with vehicle, injury, group and protected-location rules. No logging, despawn or physics exploits; accept apprehension and related consequences.

CR-20 — Scams

Authorised fictional scams are distinct from real fraud, staff impersonation, technical exploits and real-money trading. Protected assets and transaction caps require publication.

CR-21 — Contraband

Only authorised fictional systems; no real-world unlawful transactions on community platforms. Legitimate IC acquisition, losses and restrictions apply; no duplication or CK asset preservation.

CR-22 — Territory and extortion

No arbitrary control of public places or attacks based solely on entering territory. Fictional extortion only within published boundaries; no real compensation or prohibited transfers. Respect civilian participation.

CR-23 — Informants and betrayal

Legitimate IC betrayal and cooperation with authorities are permitted. No fabricated accusations, private-account inspections, OOC retaliation, privileged information or unilateral CK.

CR-24 — Consequences

Accept financial loss, investigation, arrest, imprisonment and other legitimate outcomes. Challenge fictional law through IC procedures and rule violations through OOC review. Rehabilitation and career change do not require CK.

CR-25 — NLR and CK

Approved NLR and single-character policy apply. No assistance during unresolved incidents after PK, no unilateral gang CK, no successor inheritance of contacts, assets or authority. Leaving an organisation is not CK consent.

CR-26 — Enforcement

Review specific motivation, limits, hostage treatment, evidence and technical context. No collective punishment for individual wrongdoing, no unlisted limits enforced retrospectively; remedies and sanctions require independent justification.

Chapter 09 — Police & Emergency Services

ES-01 — Institutions

Serve meaningful public safety, enforcement, care and rescue, not exclusively criminal opposition or mechanical recovery. Departments remain subordinate to the community rulebook.

ES-02 — Recruitment

Formal applications, competency checks, supervised training and legitimate progression. No automatic rank from outside experience or friendships. Publish eligibility and structure before recruitment.

ES-03 — Professional conduct

Respect affected citizens and legitimate criticism. No intimidation for amusement, discriminatory neglect or report retaliation. Distinguish fictional mistakes, departmental discipline and OOC misconduct.

ES-04 — Authority

Only established fictional powers. Police rank is not administrative authority; medical rank cannot impose unsupported permanent consequences. No private roleplay benefit from staff tools.

ES-05 — Suspicion and probable cause

Fictional standards: reasonable suspicion requires specific explainable circumstances; probable cause is a stronger factual foundation. No external information, prejudice or unsupported certainty. Exact legal thresholds pending fictional code.

ES-06 — Detention

Temporary restriction must have legitimate basis and duration. Distinguish voluntary questioning, detention and arrest. No deliberate prolongation, unsupported searches or punishment for refusing voluntary questions. Time limits pending code.

ES-07 — Arrest

Legitimate grounds, communication when practicable, applicable rights, accurate records and proportionate restraint. Acknowledge medical needs; no personal or OOC retaliation.

ES-08 — Searches and seizures

Legitimate authority and scope required. No invented consent, unlimited searches or private device access. Record and secure seized property; no unauthorised personal retention or evidence alteration.

ES-09 — Warrants

Use authorised fictional legal procedures; no fabricated warrants or misleading evidence. Publish scope and exceptions, and interim authorisation procedure if judiciary is not implemented.

ES-10 — Evidence

Legitimate IC sources, authorised recording/forensic procedures and reliable evidence handling. No invented witnesses, recordings or findings. OOC logs are not automatically IC evidence. Approved fictional corruption cannot alter administrative evidence.

ES-11 — Suspect rights

Apply established fictional protections and legal representation. No indefinite detention due to absent lawyers; publish alternatives. No punishment merely for exercising rights or private-device demands.

ES-12 — Force

Justified and proportionate force; reassess when danger ceases or suspect surrenders. No retaliation for criticism or force solely because of flight. Respect medical assistance; document significant force.

ES-13 — Pursuits

Legitimate purpose, vehicle/medical realism and authorised participation; no invented pursuits, physics abuse or administrative tracking. Escape is a possible outcome, not professional failure.

ES-14 — Dispatch

Use legitimate requests and authorised systems. Prioritise according to availability, safety and responsibilities; no false alerts solely for disruption or confidential exposure.

ES-15 — Police participation

For designated limited operations, ordinary maximum six actively assisting officers; designated major heist maximum eight. Material remote assistance counts. No rotation; genuine independent medical/rescue staff excluded. Published exceptions and activity limits apply; review balance in testing.

ES-16 — Negotiations

Hostage safety matters for player and authorised NPC hostages. Meaningful negotiation, no guaranteed demands or indiscriminate force. Apply criminal detention limits and permit safe medical assistance.

ES-17 — Custody and sentencing

Established charges, evidence and authorised penalties; no fabricated/duplicate charges or arbitrary sentences. Distinguish IC imprisonment and OOC sanctions. Penal code and maximum durations pending.

ES-18 — Corruption

Significant corruption requires prior confidential senior approval, scoped and documented. Until approval system operates, significant deliberate corruption prohibited. No metagaming, admin tools, real bribery, exploits, harassment, unauthorised CK or unrestricted equipment distribution. Legitimate exposure and consequences remain possible.

ES-19 — Institutional access

Role-based equipment and record access only for authorised purposes; no personal advantage or unauthorised distribution. Revoke access following departure, suspension, dismissal or CK. Log significant actions.

ES-20 — EMS

Meaningful medical interactions with reasonable patient participation. No fabricated permanent conditions, repeated combat revival or arbitrary CK declarations. Real-world medical qualifications not required; fictional training applies.

ES-21 — Medical neutrality

Treat patients fairly regardless of affiliation; prioritise clinical circumstances, resources and safety. No deliberate obstruction or attacking/robbing/kidnapping active legitimate medical personnel except expressly authorised exceptional narrative. No immunity for EMS misconduct or using neutrality to facilitate crime.

ES-22 — Consent and recovery

Conscious treatment refusal may be permitted; established injuries persist. Authorised unconscious care does not imply consent to permanent consequences. No required real medical disclosures; treatment does not erase custody or criminal consequences.

ES-23 — Confidentiality

Fictional medical records limited to authorised purpose, consent, professional necessity or fictional legal authority. No fabrication, OOC misuse or automatic CK disclosure. Actual personal data governed separately by privacy policy.

ES-24 — Fire and rescue

Legitimate rescue, emergency and environmental assistance; no fabricated emergencies or unsupported police/medical powers. Professional risk remains subject to VOL; procedures pending implementation.

ES-25 — Cooperation

Respect independent departmental responsibilities; legitimate information exchange through authorised means only. No administrative resolution of ordinary professional disagreements or conflicting department-made community rules.

ES-26 — Off-duty and career changes

Off-duty access limited by published powers. Resignation and career changes do not require CK; revoke credentials, respect confidentiality. A successor character cannot inherit professional knowledge or authority.

ES-27 — Oversight

Separate IC legal complaints, departmental Internal Affairs and OOC administrative reports. Independent review, conflict disclosure, no retaliation. Protective restrictions are not guilt; leadership remains accountable.

ES-28 — Enforcement

Review factual foundation, powers, evidence, force, medical circumstances and authorisations. Police records are not inherently superior evidence. Separate remedies, departmental sanctions and community discipline; no retroactive unpublished rules or AI-only serious decisions.

Chapter 10 — Gangs & Organisations

GO-01 — Identity

Recognised organisations require purpose, leadership and believable IC foundation. Lawful, unlawful and mixed activity allowed; no unrestricted authority over others or combat-only identity.

GO-02 — Recognition

Register to obtain dedicated permissions or resources. Informal friendships do not require registration by default. Recognition guarantees no territory, equipment or immunity; withdrawal requires documented grounds.

GO-03 — Membership

Proposed maximum 15 active members per recognised criminal organisation: **pending ratification and population testing**. Separate from approved four/six activity limits. No artificial subgroups or reserves to evade limits. Accurate membership records required.

GO-04 — Leadership

Leaders communicate rules and oversee organised activities; no OOC coercion or administrative authority. Accountable for directed, facilitated or concealed misconduct, not automatically every independent member act.

GO-05 — Recruitment and departure

Legitimate IC recruitment; no unauthorised external bypass. Initiation rituals respect boundaries and VOL. Leaving does not require CK; no affiliation switching solely for mechanical benefits. Genuine changes in loyalty allowed.

GO-06 — Alliances

Legitimate alliances allowed but do not increase activity caps. All materially assisting affiliates count; no artificial oversized groups or blanket combat authorisation.

GO-07 — Territory

Influence develops legitimately through established systems. Public places are not unrestricted combat zones. Territorial entry alone is not initiation; respect civilians. Publish boundaries and benefits before enforcement.

GO-08 — Gang wars

Legitimate IC foundation; declaration does not remove ordinary rules. Structured exceptions require prior approval, documented scope, participant limits and conclusion conditions. No unrelated targets or manufactured repetitive combat.

GO-09 — Internal discipline

Fictional organisation rules subordinate to community rules. Betrayal is legitimate; no harassment, unsupported permanent consequences, unilateral CK or retaliation for reports.

GO-10 — Assets and successors

Authorised asset management only. CK terminates membership and access; no automatic successor rank, assets, influence or restricted knowledge, nor intermediary preservation.

GO-11 — Accountability

Individual responsibility ordinarily applies. Organisational sanctions require established coordination, leadership involvement or systemic evasion; documented review and appeal for serious sanctions.

Chapter 11 — Vehicles & Driving

VD-01 — Driving standards

Drive according to capabilities, circumstances and surroundings. Legitimate driving skill allowed. IC traffic offences are not automatically OOC violations; deliberate materially unrealistic driving may be FailRP.

VD-02 — Capability and terrain

Respect vehicle type, terrain, damage and environment. No physics, acceleration or collision exploitation. Legitimate off-road use and motorsport allowed. Publish specific restrictions.

VD-03 — Accidents

Significant collisions require proportionate responses and acknowledgement of injury and damage. Minor impacts need no elaborate medical scene; assess network and physics errors.

VD-04 — Pursuits

Legitimate justification, vehicle/medical limitations and authorised police intervention. No storage, protected-area or geometry abuse. Legitimate escape, surrender and apprehension are possible outcomes.

VD-05 — Contact and intervention

Intentional vehicle aggression may be VDM. Police intervention requires authorisation and proportionality. Respect unrelated safety; specific restrictions pending departmental policy.

VD-06 — Emergency vehicles

Use for legitimate duties; no lights/sirens for personal convenience, equipment abuse or technical access evasion. Fictional theft subject to published restrictions.

VD-07 — Ownership and storage

Use authorised purchase, transfer and registration; no duplication or storage to evade unresolved seizure. Legitimate parking and impoundment consequences apply.

VD-08 — Repairs and modifications

Use authorised systems. No combat repair to erase significant damage, or modifications manipulating physics, visibility or collision. Legitimate cosmetic/performance upgrades allowed; repair does not heal occupants.

VD-09 — Motorsport

Authorised recreational events and contextual illegal street racing may be legitimate. Respect event boundaries and unrelated people; competition does not permit exploitation.

VD-10 — Special vehicles

Aircraft, watercraft and specialised vehicles require applicable access and training. Respect capabilities and accident consequences; no restriction evasion.

VD-11 — Enforcement

Distinguish IC traffic offences, accidents, VDM, FailRP and exploits. Telemetry alone is not intent; consider technical context and publish thresholds before enforcement.

Chapter 12 — Economy & Businesses

EB-01 — Integrity

Legitimate progression allowed. No currency duplication, unintended reward abuse or transaction manipulation. Report significant financial errors.

EB-02 — Employment

Meaningful fictional employment and career changes allowed. No OOC coercion by employers; civilian progression equally valued.

EB-03 — Ownership

Transparent authorised acquisition, recorded transfers, meaningful operations and reasonable inactivity review. No allocation by friendship, popularity or contribution.

EB-04 — Business conduct

Independent commercial identity and employment arrangements within rules. No unsupported advantage, harassment, discrimination or retaliation.

EB-05 — Pricing

Legitimate competition and negotiation allowed; no pricing-error or ownership exploits. Published balancing must not favour specific businesses.

EB-06 — Loans and contracts

Authorised fictional agreements; no fabricated consent. IC disputes through legal framework. No real-world demands, harassment or prohibited CK evasion.

EB-07 — Gifts and transfers

Legitimate independent gifts/sales permitted. No duplication, progression bypass, concealment of exploit proceeds or recovery by successor after CK. Large transfers may be reviewed, not presumed guilty.

EB-08 — Scams

Fictional financial deception within authorised boundaries; no technical/interface abuse or real payments. Protected asset and transaction restrictions pending schedule.

EB-09 — Monetisation

No unauthorised real-money trading. Supporter benefits cannot purchase unfair advantages or immunity; official monetisation must comply with applicable platform policies and law.

EB-10 — Estates

CK ends personal asset access. Successor receives standard starting resources only, plus legitimately acquired new assets. Resolve third-party property, debts and joint businesses through approved documented procedures.

EB-11 — Corrections

Correct verified compromised assets with evidence and review; distinguish economic correction from punishment. No informal confiscation of legitimate assets. Communicate balancing changes consistently.

Chapter 13 — Cheating, Exploits & Red-Zone Mechanics

EX-01 — Cheating

No unauthorised tools or methods providing unfair advantages in aim, visibility, movement, health, information or other mechanics; attempts and knowing assistance prohibited.

EX-02 — Exploitation

No intentional abuse of vulnerabilities or unintended mechanics. Report significant unintended benefits; do not deliberately retain or distribute them. Accidental exposure is distinct.

EX-03 — Red-zone movement

No speed boosting, glitch rolling, abusive animation cancelling, exploitative movement chaining, hitbox manipulation or restriction bypass. Intended movement and legitimate skill allowed.

EX-04 — Camera and visuals

No exploitative ghost peeking or unauthorised information/visibility modifications. Normal graphics/performance settings, authorised third-person and legitimate accessibility settings allowed.

EX-05 — Automation

No macros or automation providing unfair advantages or unattended farming unless explicitly intended. Ordinary remapping and legitimate approved accessibility support are distinct.

EX-06 — Client modifications

Cosmetic changes may be permitted if fair and compatible. No restricted functionality, visibility, physics or damage advantage. Publish client modification policy.

EX-07 — Inventory and economy

No duplication, transaction abuse or knowing receipt/concealment of compromised assets. Innocent recipients not automatically punished; documented asset reconciliation allowed.

EX-08 — Reporting bugs

Report privately; no public exploit distribution to facilitate abuse or harmful unauthorised live testing. Good-faith reporting considered; authorised tests limited to approved scope.

EX-09 — Accounts

No alternative-account evasion of bans, character limits or security measures. One character per player; shared network/device or privacy tools alone not evidence.

EX-10 — Anti-cheat

Proportionate prevention/detection; automated flags not sole basis for serious punishment. No passwords or unrestricted personal device access. Published privacy-compliant verification.

EX-11 — Enforcement

Verified deliberate cheating may warrant permanent exclusion. Assess severity, intent, impact and repetition; separate asset/advantage correction and sanctions. No public harassment of suspects; independent review and appeal.

Chapter 14 — Streaming & Content Creation

SC-01 — Creation

Streaming and recording permitted within rules. Recording does not grant control of another person's story or outcome.

SC-02 — Equal treatment

No streamer priority in enforcement or unfair resource access, no audience pressure or staff alteration of legitimate outcomes. Promotional arrangements must remain fair.

SC-03 — Stream sniping

No direct or indirect actionable information misuse, including viewer tips. Coincidence is not proof; Chapter 05 evidence requirements apply.

SC-04 — Audience influence

No manufactured hostility or humiliation for clips, audience harassment, malicious reports or disruption. Creators accountable for what they knowingly encourage, not automatically every viewer action.

SC-05 — Privacy

Disclose that ordinary IC interactions may be recorded. No public broadcast of confidential interviews, tickets or restricted proceedings without appropriate permission. Protect real personal information; obey platform/legal rules.

SC-06 — Content integrity

Editing for entertainment allowed; no misrepresentation as complete evidence, fake announcements or endorsements. Legitimate reviews and criticism permitted.

SC-07 — Sponsorship

Follow promotional and platform policies. No false endorsement or purchased preferential treatment.

SC-08 — Safeguards

Stream delay may be recommended or required for designated published events; no blanket requirement. Lack of delay does not excuse sniping. Protect confidential material.

SC-09 — Enforcement

Contextual evidence and equal standards irrespective of audience size. Privileges may be withdrawn for verified misuse; proportionate sanctions only.

Chapter 15 — Administrative Enforcement

AE-01 — Purpose

Protect community and roleplay through established proportionate rules, not personal preferences. Educate beginners where appropriate.

AE-02 — Roles

Owner, Senior Admin, Admin and Trial Staff operate under a permissions matrix. Trial Staff supervised; developers have no automatic discipline authority. Least privilege, access review and revocation required.

AE-03 — Conduct

Professional respectful communication, meaningful reasons and no humiliation, arbitrary threats or personal disputes through authority. Criticism protected; staff follow ordinary player rules.

AE-04 — Conflicts

Disclose relevant conflicts; no sole decision on own character, associates or disputes. Independent review; immediate protective action may be reviewed afterward. Familiarity does not grant immunity or establish guilt.

AE-05 — Intervention

Minimise disruption; intervene immediately for serious safety/exploitation/disruption when necessary. Communicate formal scene adjustments. No reversing losses simply on request; distinguish remedies from sanctions.

AE-06 — Investigation

Relevant reliable evidence, preceding context, alternatives and opportunity to respond. No presumption of guilt; no AI-only serious decisions. Serious irreversible sanctions need senior review and reliable evidence.

AE-07 — Tools

Authorised purposes only, never personal IC advantage. Log significant actions, no concealment or tampering. Separate tests/development and character activities.

AE-08 — Confidentiality

Protect admissions, exam, reports and discipline; access only for legitimate purpose. No public humiliation or unnecessary sensitive disclosures. Apply privacy/retention policy.

AE-09 — Accountability

Independent review of staff complaints where practicable, including senior ranks and Owner. Guidance, retraining, restrictions or removal as justified; staff removal does not erase underlying violations.

AE-10 — Admissions

Beginner-accessible, shared minimum understanding, proportionate experience-based assessment and documented concerns. No memorising clause numbers or academic writing tests. No favouritism; meaningful rejection reasons and accessibility accommodations.

AE-11 — Interpretation

Advanced Rulebook is authoritative once exact text consolidated and published; Essential communicates same obligations. No unpublished internal rules or retrospective ordinary changes. Document ambiguity, versions and effective dates.

AE-12 — Records

Record rules, facts, reasoning and actions securely. Review repeated/systemic misconduct. Use de-identified cases to improve consistency and guidance; Chapter 16 applies.

Chapter 16 — Punishments, Reports & Appeals

PA-01 — Principles

Proportionate, evidence-based decisions; consider intent, severity, impact and circumstances. Educate genuine low-impact beginners; serious deliberate violations may require strong intervention.

PA-02 — Severity

Class A: isolated low-impact minor. B: moderate disruption, negligence or repeated minor. C: deliberate serious, substantial exploitation or sustained abuse. D: critical threats, verified cheating or serious safety/privacy misconduct. Actual circumstances determine class; immediate protective action may be necessary.

PA-03 — Sanctions

Guidance, warning, reassessment, targeted restriction, suspension, whitelist removal or permanent exclusion as justified. CK is not an ordinary punishment.

PA-04 — Baseline guidance (proposed, not yet binding)

A: correction/warning. B: warning, targeted restriction or 1–3 day suspension. C: 7–30 days, whitelist removal or permanent exclusion where justified. D: immediate protective suspension, possible extended or permanent exclusion after evidence-based review. Ranges are discretionary guidance, not fixed sentences; document departures and do not double punish substantially identical conduct.

PA-05 — Circumstances

Consider repeated misconduct, deliberate concealment, coordination, privileged access and harm; mitigate genuine inexperience, errors and good-faith correction. No influence from popularity, donations, friendships or exercising appeal rights.

PA-06 — Reports

Designated private procedure; explanation and evidence where available, recording not required. No malicious reports, leverage or retaliation; unsubstantiated is not automatically false.

PA-07 — Evidence

Relevant logs, recordings, screenshots and witnesses; assess completeness and reliability. No fabricated evidence or serious sanctions on suspicion alone; confidence proportionate to severity and permanence.

PA-08 — Protective measures

Credible immediate concerns may warrant temporary restrictions; not final guilt. Timely documented review and appropriate explanation, limited when investigation or safety genuinely requires it.

PA-09 — Decisions

Significant findings identify rule, conduct, sanction, duration and appeal route. Protect third-party information; serious sanctions require authorised review. No public shaming.

PA-10 — Appeals

Review errors, evidence, proportionality and procedure. Reviewer should not be sole original decision-maker. No automatic stay except established pre-finalisation involuntary CK protection. Explain upheld, reduced, overturned or further investigation; no retaliation.

PA-11 — Rehabilitation

Proportionate guidance or reassessment linked to misconduct; no indefinite informal restrictions. Exceptional reinstatement policy for permanent bans to be published separately.

PA-12 — Scene remedies

Verified material issues may warrant scene or asset correction with evidence. No unsupported compensation or automatic reversal of all consequences. Separate remedy from punishment.

PA-13 — Records

Account-level disciplinary history persists through CK subject to retention policy. Secure records and staff misconduct review. Periodic consistency audits.

PA-14 — Final authority

Apply established rules and platform requirements consistently. Emergency measures limited and documented. No immunity and no arbitrary punishment.

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Disciplinary guidance

Chapter 16 guides decisions about misconduct. These proposed response ranges leave room for individual circumstances. An authorised human reviews the evidence, the member's account and the impact before deciding an outcome.

Severity classes

- **Class A — Minor.** For an isolated, low-impact mistake, a reviewer may offer guidance, corrective education or a formal warning.
- **Class B — Moderate.** A reviewer may issue a formal warning, impose a targeted restriction or restrict access for 1–3 days.
- **Class C — Severe.** A proposed response is 7–30 days of suspension, reassessment or stronger action when the evidence justifies it.
- **Class D — Critical.** A credible immediate risk may justify a protective restriction while a senior reviewer considers the evidence. Permanent exclusion is a possible outcome of that review.

Warnings and review

Formal warnings progress through Warning I, Warning II and Warning III. Warnings ordinarily remain active for 90 days. A third active warning triggers human review. Further misconduct may lead to consideration of suspension or reassessment. Serious misconduct may bypass warning levels. Reviewers document their reasoning and avoid punishing the same conduct twice.

Private review and appeal

The member receives a private explanation of the decision, its reason, applicable duration and appeal route. A member may challenge the evidence, procedure or proportionality through the existing private appeal process. An uninvolved reviewer considers the appeal. Staff protect third-party information and keep individual warning histories private.