Generations Essential Rulebook

Publication candidate · Policy 1.0

V3 presentation · 26 November 2026
Effective date awaits formal publication.

Contents

01 — Respect everyone . . . 2
02 — Stay in character . . . 2
03 — Your character . . . 2
04 — Digital Realism . . . 3
05 — Metagaming & powergaming . . . 3
06 — Value your life . . . 3
07 — Combat . . . 4
08 — Criminal roleplay . . . 4
09 — Police & emergency services . . . 4
10 — Gangs & organisations . . . 5
11 — Vehicles & driving . . . 5
12 — Economy & businesses . . . 5
13 — Cheating & exploits . . . 5
14 — Streaming . . . 6
15 — Staff & administration . . . 6
16 — Reports, punishments & appeals . . . 6
One last thing . . . 6
Disciplinary guidance . . . 6

Version 1.0 | Publication candidate | Every generation has a story.

Welcome to Generations. Whether this is your first roleplay server or you've played for years, you are welcome here. You do not need to be a professional actor or memorise rule numbers. Treat people well, play a believable character, accept consequences and be willing to learn.

These are the everyday rules. The Advanced Rulebook explains the detailed boundaries, exceptions and enforcement procedures. If something is unclear, ask staff before acting. Unpublished restrictions are not enforceable retrospectively.

01 — Respect everyone

- Respect players and staff. No discrimination, harassment, bullying, real-world threats or sharing private information.
- No sexual harassment, explicit sexual roleplay, simulated sexual violence or exploitation of minors. Respect personal boundaries.
- Keep personal disagreements outside the city. Do not impersonate staff, falsify evidence, spam, advertise without permission or evade sanctions.
- Everyone follows the same rules, including staff, streamers and supporters. Respectful criticism and good-faith reports are welcome.

You can dislike someone's character without disliking the person playing them.

02 — Stay in character

- Stay in character during roleplay. Use designated channels for out-of-character (OOC) matters.
- Give others a reasonable opportunity to respond. Don't force their thoughts, emotions or voluntary actions.
- Accept legitimate losses, arrests and setbacks. Don't abandon a scene because you are losing.
- Continue a disputed scene where reasonably safe, then report it. Real-world safety, emergencies and accessibility come first.

Roleplay is not about winning every encounter.

03 — Your character

- One player, one active character. Your character must be at least 18 and have a believable name, background and motivation.
- Let your character develop naturally. Changing jobs, relationships or lifestyles does not require a new character.
- To create a different character, you must first complete an authorised permanent Character Kill (CK). No alternate accounts or extra character slots.

- A new character cannot inherit the old character's restricted knowledge, wealth, positions or relationships. Your player-level disciplinary history remains subject to the retention policy.

04 — Digital Realism

- Treat the city as a living world, including locals (NPCs), businesses, public spaces and other citizens.
- Acknowledge injuries, accidents, physical limitations and the significance of your surroundings.
- Do not turn every encounter into a race, fight or money-making mission. Just because a game mechanic allows something does not mean it is appropriate.

The Blender Theory: don't see the city as a grey collection of objects and objectives. See it as a world your character lives in. Realism should improve play, not create unnecessary inconvenience.

05 — Metagaming & powergaming

Metagaming: improperly using information your character has not learned in roleplay. Examples include finding someone through a livestream, coordinating active roleplay through unauthorised Discord calls, or using administrative logs in character.

Powergaming: abusing mechanics, inventing unsupported abilities or forcing outcomes on others. Examples include ignoring serious injuries to gain an advantage or declaring someone unconscious through a command without justification.

Use legitimate in-character (IC) information and intended game mechanics. Accidentally seeing external information is not automatically a violation; don't act on it.

06 — Value your life

- Take credible threats seriously (**FearRP**). You may stay calm, negotiate, resist or escape when circumstances reasonably justify it.
- **NVL (No Value of Life):** unreasonably disregarding serious danger, including because you expect to respawn.
- Acknowledge injuries and recovery. Do not communicate in character while unconscious.
- **NLR (New Life Rule):** after a qualifying death-respawn (PK), forget actionable personal details of the fatal incident. Do not return to or assist that incident for at least 30 connected real-world minutes, and never while it remains unresolved. Medical revival alone does not trigger NLR.
- **CK (Character Kill):** permanent character termination. Ordinary combat, gang membership and respawning do not automatically cause CK. A player cannot unilaterally CK someone else. Request voluntary CK through staff; a 24-hour confirmation period applies.

07 — Combat

- **RDM:** unjustifiably attacking another character, including an attempted attack. Establish meaningful hostility and give others a reasonable opportunity to respond unless an immediate threat justifies a defensive response.
- **VDM:** improperly using a vehicle to injure someone. Accidents are not automatically VDM.
- Escalate conflicts believably. Don't shoot someone simply because they insulted you, belong to a rival group or lost a fight.
- Respect surrender and injuries. Don't attack unrelated bystanders or continue violence for humiliation.
- **Combat logging:** deliberately disconnecting to avoid unresolved consequences. Genuine outages, technical issues and emergencies are not automatically violations.
- Do not abuse healing, storage, despawning or protected areas to escape consequences. Previous hostility is not permanent permission to attack.

08 — Criminal roleplay

- Give crime meaningful context. Financial gain is a valid motivation for a legitimate robbery; it does not justify unrelated violence.
- Treat hostages as people. No fake hostages used to bypass scripts. NPC hostages are permitted only in authorised activities.
- Negotiate reasonably, respect legitimate losses and follow published activity restrictions.
- Ordinary coordinated criminal operations: maximum four active criminals. Designated major heists: maximum six. Material remote assistance counts towards the limit.
- Involuntary criminal detention: maximum 30 real-world minutes unless the affected player freely agrees to an extension. Expiry does not justify violence.
- No real-world ransom or forced account access. Coerced withdrawals and restricted asset transfers are prohibited unless expressly authorised and regulated.

09 — Police & emergency services

- Police need legitimate grounds for arrests, searches and force. They must not fabricate evidence or abuse administrative access.
- Significant police corruption requires prior confidential approval. It never authorises metagaming, cheating or staff abuse.
- For designated limited scenarios, ordinary police response is capped at six active officers; designated major heists may allow eight. Published activity-specific exceptions apply.
- Medical personnel must treat patients fairly and may wait for a reasonably safe scene. Do not attack, rob, kidnap or obstruct active medical personnel performing legitimate duties, except in an expressly authorised scenario.

- Medical treatment does not erase criminal consequences or automatically establish full recovery.

10 — Gangs & organisations

- Build organisations through legitimate roleplay and respect published membership and activity limits.
- Alliances do not increase criminal participant limits. Gang membership alone is not a reason to attack someone.
- Gang wars do not suspend normal combat, NLR or Value of Life rules. Special exceptions require prior authorisation.
- Public territory is not an unrestricted combat zone. Leaving a gang does not automatically require CK.
- Leaders cannot force permanent character death or stop members reporting misconduct.

11 — Vehicles & driving

- Drive according to your vehicle, circumstances and surroundings. Acknowledge significant collisions and damage.
- Do not exploit vehicle physics, abuse repairs or store vehicles to avoid unresolved consequences.
- Police and criminal pursuits are roleplay, not races. Respect published restrictions.
- An ordinary traffic offence is not automatically a server rule violation.

12 — Economy & businesses

- Earn and transfer assets legitimately. No duplication, economic exploits or unauthorised real-money trading.
- Respect business ownership, legitimate transactions and employment arrangements.
- No disguising transfers to preserve wealth for a replacement character after CK.
- Supporter benefits do not buy unfair advantages or immunity from rules.

13 — Cheating & exploits

No cheats, speed boosting, glitch rolling, exploitative ghost peeking, abusive animation cancelling, item or currency duplication, prohibited automation or ban evasion.

Report significant bugs privately. Normal graphics settings, authorised third-person camera use and legitimate accessibility assistance are not automatically prohibited. Being skilled is welcome; exploiting the game is not.

14 — Streaming

- Streaming and content creation are welcome. Ordinary in-city interactions may be recorded or streamed.
- Do not stream snipe, act on restricted information from viewers or manufacture conflict for clips.
- Protect private information, tickets and admissions interviews. Do not use an audience to harass players or pressure staff.
- Streamers follow the same rules as everyone else.

15 — Staff & administration

- Follow legitimate administrative instructions and be truthful in reports.
- Staff cannot use their tools or authority for personal roleplay advantages.
- You may respectfully disagree, request clarification or report staff misconduct. No one is above the rules.
- Beginners should receive guidance for genuine low-impact mistakes. Serious or deliberate misconduct will still be addressed.

16 — Reports, punishments & appeals

If something goes wrong, continue roleplay where reasonably safe, save relevant evidence if available and submit a report through the designated support channel. Explain what happened. A recording helps but is not required to report.

Honest mistakes may receive guidance or warnings. Serious or repeated violations may result in restrictions, suspension, whitelist removal or permanent exclusion. You may appeal a decision. Staff must investigate fairly, explain significant decisions and protect confidential information.

One last thing

This is a game. Enjoy yourself. Make friends, build relationships, start a business, become a criminal, join the police or simply live an ordinary life. If you're new, ask questions. If you make an honest mistake, learn from it.

Live a life. Don't just play a game.

Generations Roleplay — Every generation has a story.

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.