



## Server Rules

Rich Roleplay is a role-playing server, while we encourage our community members and visitors (defined as users) to be creative in how they roleplay there are some basic rules we operate under.

### **A. BASIC COMMUNITY RULES**

1. Respect: We ask that all users exercise a basic level of respect with each other out of character. In short, treat others as you would expect to be treated. In-Character disrespect is fine.

2. Deathmatching: This is not a deathmatch server. If you wish to kill someone you MUST have a valid roleplay reason to do so.

3. Meta-Gaming: This is defined as having out of character information and using it in an in-character roleplay. Example: You see John\_Doe take your car and you call the police. If you do not know him in character then by giving his name (vs a description) you are meta-gaming.

4. Advertising: We do not allow members to advertise other SA-MP. This includes TeamSpeak and web addresses that are not part of Rich Roleplay or any associated communities.

5. Power-Gaming: This is forcing a roleplay with another player that is impossible or unlikely. Example: You are being held down by 5 detention officers in the prison and you "/me pushes all 5 men off, stealing a pistol from one of them in the process, and kills them all."

6. Revenge-Killing: Revenge killing (RK) is killing the person who killed you before. When you are dead after a roleplay you "re-appear" but must roleplay that you do not know who killed you. To clarify, if you are wounded then you are allowed to go after who shot you.

7. Avoiding Roleplay: You are required to roleplay your actions through till a resolution. Using /quit to log and avoid a RP will land you in prison when you come back. Repeated instances will result in a ban.

8. Abusing chat channels: This is using /ooc or /newb to ask for a taxi, asking if anyone needs a paramedic etc. This also includes raging over chat channels, they are there for friendly discussion not for raging/crying. Lastly this also includes advertising. There is an /ads command if you want to advertise.

9. Hacking/Exploits: You are not to use any hacking programs period. Nor can you use any exploit to your benefit. If you find a exploit please send a notice to the admins online. Lastly some mods (including parkour) allow characters or cars to go faster/farther etc. these are not allowed.

10. This server uses English, so we ask all users to use english in the server. If you want to talk in a native language with your friends in OOC please use a private radio frequency, a whisper, or sms.

11. Staff Abuse: You are not to abuse, harass, threaten, or try to intimidate any staff member. Our admin staff is 100% volunteer and do not need to put up with your abuse. If you have a problem with a staff members decision or conduct submit the evidence via the forums by clicking "Complaints".

12. Shop/Donations: The marketplace is where you can purchase VIP, services, items, and currency. This is not an instant delivery system and you will need to speak with the owner after purchase. All purchases are final. If you want to help the server you may donate via paypal but we will not exchange shop items for donations.

13. Chicken Running. While we understand a shootout will become fluid we do not expect members to move back and forth with the intention of using lag to prevent taking damage.

14. Double Tapping. You are not allowed to kill someone a second time (example, you shoot them and they fall. You cannot go there and shoot them to send them to the hospital faster). You can do this on isolated instances but you must demonstrate a good amount of roleplay. (suggestion but no requirement of 3-5 lines of RP).

15. Logging to avoid. We do not tolerate players getting into RP and then /q ing to avoid the roleplay. Repeated instances of this will result in a ban.

16. Threats to the server. We have 0 tolerance for anyone hacking or denial of service attacking anyone. Anyone caught threatening anyone will be banned from this community. If you threaten the server enjoy finding another one to play on.

17. No asking admins to read your applications it will be ignored or auto declined. Spamming the /report will get you muted!

## **B. FAMILY/GANG SPECIFIC RULES:**

1. Gang Wars: Gangs are encouraged to maintain their territory and defend it as they see fit. This however is limited to gang vs gang interactions. Civilians are not to be targeted in "gang war" type roleplay actions.

2. Neutral Areas: Due to the nature of the areas being highly populated with new members or needing to conduct business at the locations the following areas are "off limits" to gang combat activity.

-City Hall Complex (including Courts/LSPD HQ/VIP)

-Unity Station (taxi stands)

-Hospital Entrances

3. Wars against Law Enforcement: Violence against law enforcement is not restricted entirely but regulated. Gang/Family members may take action on any government employee however they should avoid disrupting a roleplay in progress. (Ex: do not kidnap a cop on a traffic stop with a civilian). Furthermore gang/family members should not target a public safety employee if there are few cops on. (Ex: 60 people on the server and only 2 cops).

4. Inactivity: Gangs are required to maintain 3 active players within a 60 day rolling period. If you do not have 3 players active when a check is made you may have your gang/family deleted and will have to re-apply.

## **C. VIP RULES:**

1. VIP Membership: VIP membership is obtained by purchasing a level via the shop. Maintaining VIP status is contingent on abiding by all rules. At the start all players start with "Gold VIP".
2. Donator Houses: We currently do not offer in the shop donator homes. These homes are non-transferrable. Should the user go inactive, the home be sold/transferred, or the user be banned from the server the "Donator House" will be re-purposed for general use and sold.
3. VIP Removal: If you violate VIP rules a recourse/punishment may be suspension or removal of your status. No refund will be given in-game or via the shop as all sales are final.

## **D. SHOP:**

1. General: Users who purchase items via the shop shall be made aware that security information is logged to prevent fraud and charge-back issues. All sales are final.
2. Delivery: Items are all virtual and will be delivered as soon as practical. Our staff are all volunteer and have other commitments which take priority. We will effort to fulfill all sales within 48 hours once payment is verified.
3. Banishment: If a user files a dispute with our payment processor for any delivered item your account and IP will be banned from the server. As mentioned above we gather information in the shop which will be shared with third parties (payment processing or law enforcement) for use in resolving any conflicts which may occur. We take fraud very seriously and will prosecute anyone caught committing fraud.
4. See the shop Terms & Conditions at <http://rich-rp.net> for more information
5. You cannot "scam" players with any merchandise from the shop whether you have bought it or not.

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