

# RULES



## General Server Rules



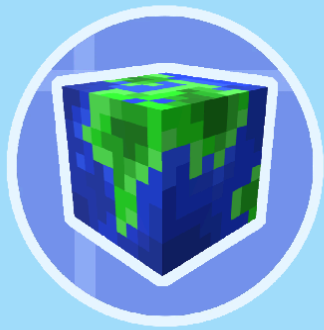
- No cheating, x-raying, abuse of glitches, item duping, or anything that would be considered exploitative. If you are unsure if it would be considered any of these ask an admin.
- No offensive behavior and harassment: this includes the use of offensive language such as slurs and targeted language.
- No Spawn-Killing
- Theft is allowed unless items are obtained via glitches/exploits
- No griefing other peoples/factions claims unless you are in war and have waited the 12 hours, This also applies to ships inside claims.
- Don't fight staff moderation decisions. You can make a case to defend yourself but keep it civil. At the end of the day staff's decisions are final.
- Be respectful. Killing is allowed as long as there is reason, other than that try to be friendly. We are looking for a more roleplay-like environment.
- Do not build anything to intentionally lag the server or other players.
- If you have a create farm please do your best to not have 1000s of items overflowing or floating around at any given time. If we find your creation to be causing server wide lag we will disable it / turn it off.



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## ! War Rules !

- **Declaring War:** To declare war on another faction or player you must make a war post in the war-declarations channel. In this post you must include all players that are declaring war. (No half in half out players, either you are participating or you aren't). You must also be clear about who you are declaring war on. You don't need player names if you are declaring war on a faction. However, you must be sure that all you attack are the same faction. Factions that have been declared war on don't need to declare war back.
- **Keep It Civil:** War can be heated, but keep the fighting inside of the war posts to a minimum. Talk in the war chat shouldn't stray from minecraft and should be civil at all times. In the case that a war gets out of hand, admins reserve the right to call the war off entirely.
- **12 Hour Wait:** After you declare war BOTH PARTIES must wait 12 hours before attacking. As mentioned above, you can kill as you please as long as this isn't spawn camping and you comply with the rest of the server rules. It isn't required that you attack at the 12 hour mark, you can elect to wait longer, but that is a personal choice.



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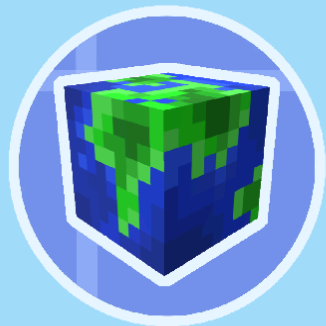
- **Allies:** After the initial war post is created and the 12 hour wait has begun, allies are able to join the war as they wish. Allies that wish to join the war must make their own war post. By joining the war via war post, they are now risking their own claims and are able to attack other claims after the 12 hour wait is done, they can join after this wait as well. If an ally simply wishes to supply their warring ally then this is allowed without having to declare war.
- **Declaring War on Allies:** If the opposing faction(s) decide to declare war on an ally that has not joined the war of their own will. They must wait 12 hours again before attacking them and make the proper war post.
- **Fighting the War:** When in war you can fight however you want as long as you aren't cheating, hacking, or using exploits. Spawn killing is allowed but only if they are going to pose a threat to the war effort.
- **Winning the War:** You can win the other party's claims if you are in CLEAR control of them. Meaning that the claims are entirely under your control and fighting has basically ceased. If you believe that you have complete control, ping or dm an admin and we will determine if you have conquered the claims or not. Players can also surrender their claims which we highly encourage players to play fair and go along with it.



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## ! Claim Rules !

- **Unused Claims:** You can claim anywhere you want as long as you maintain the claims. If you claim an area but never use it, develop it, and just straight up abandon it, it can be unclaimed by admins. This is to prevent needless claiming and keep room on the map.
- **Rail Claims:** If you are building a LONG rail line and you need the tracks to be claimed you can either use your own claims to claim JUST THE CHUNKS THE RAILS ARE IN or you can apply for more claims to claim the rail line. This is in place to reward people for making and maintaining a rail network.
- **Faction Claims:** If you are claiming as a part of a group/faction you MUST put the faction name or abbreviation in the claims name. This is to avoid confusion.

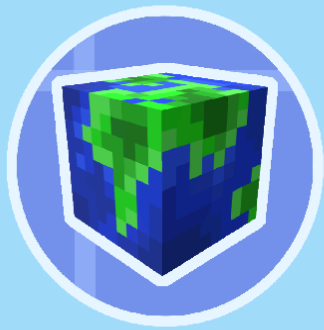


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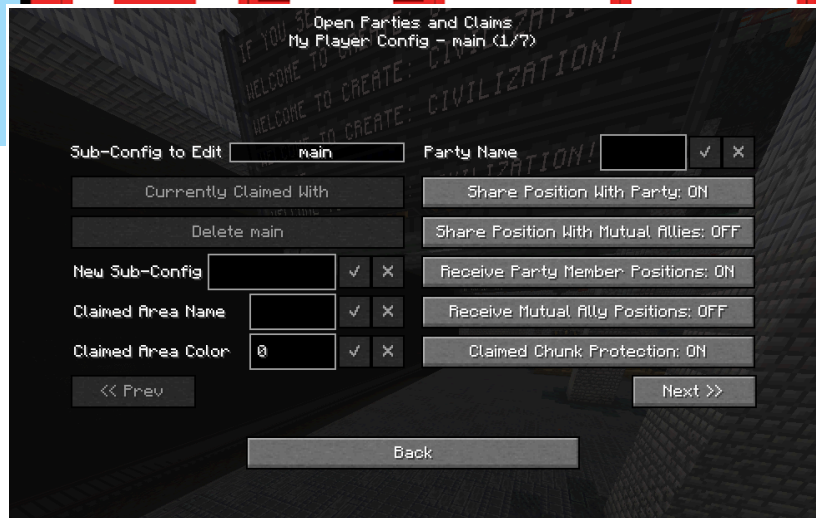
## ! HOW TO CLAIM !

1. Open the claims menu





## 2. Hit Player Config Menu, Then My Player Config



## 3. Change Claimed Area Name To Your Faction Name

