

Paradise Factions Rules



Paradise Factions Rules

Bible rules supersede all other regulations. In any instance of doubt, defer to Bible rules.

These rules are subject to change based on player suggestion and experience at the discretion of staff.

◆ General Factions Foundation

The following are the requirements for forming a faction.

- Bosses must have **1 week of playtime in city** to apply.
- Minimum of 6 members to form your faction.
- Disbanded faction names will be on a **1 month cooldown** and flag colors will be on a **1 week cooldown** before a new faction can claim it.
- Faction names can **not** resemble any names to real life gangs (i.e. mafia, yakuza, bloods, crips, etc...)
- Captains and above within the faction will be unable to make a new faction for **2 weeks** after their faction has been disbanded, or the Captain+ has dropped flag. They may join other preestablished factions after their 1 week cooldown, but can not form a new one after 2 weeks.
- Faction allies are **not permitted**. You do not need to beef with every faction, but every faction is your rival.
- Each faction is required to post at least **3 cooldowns per week (7 Days)** for activity checks. Wins are not required, but consistent activity is. Failure to meet this requirement may result in potential disbandment.

□ Hangarounds are permitted; however, they are strictly prohibited from engaging in any criminal activity with factions. This includes, but is not limited to, shootouts, heists, boosting, and robberies.

◆ Faction Rosters

The Faction Boss and Underboss are responsible for maintaining the roster. Failure to keep the roster up to date may result in a strike.

- Factions may not have more than **one** Boss.
 - Factions may only have **three** Underbosses.
 - Factions may not have more than **four** Captains.
 - Factions only have a maximum of **fifteen** members total.
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◆ New Faction Immunity

□ New factions will be granted a **one week** (5 days) grace period upon arrival in the city, offering the chance to establish your presence without interference. That said, any aggressive behavior toward other Factions will result in the **immediate loss of this immunity**.

□ Pressing, robbing, or killing is only permitted if the new faction is caught red-handed at a bench or drug location your faction owns, selling drugs outside of your faction's MLO, or infiltrating your MLO. The owning faction is required to first offer a fair tax option. If that offer is refused, escalation is permitted.

□ **If your faction is caught pressing a new faction outside of the listed locations above, your faction may receive a strike.**

◆ Faction Commitment & Transfers

□ You may only be in **one Faction at a time**. This includes any cousins, ex: If cousin A. is a member of the "Average Joes", cousin B and C can **not** be in a Faction.

□ You **may not** be in a Faction if your cousin is in PCPD. If you leave PCPD, you will be on a **5 day cooldown** before you can join another Faction.

□ When joining or leaving a Faction, please open a ticket in the **Paradise RP Factions** discord to inform staff. Dropping your flag will place you on a **5 day cooldown** before you can join another Faction. If you do not make a ticket that you've left a Faction, your 5 day cooldown will not begin. This cooldown can be reduced by paying **\$150,000 per day removed**. To request this, open a ticket with staff.

□ You are allowed to switch to a new Faction, but only up to **3 times per soul** (character life).

× **After your 3rd transfer, you may not join another Faction** and you will have to make a new soul with a new story in order to continue in Faction Life. Choose your affiliations wisely, as loyalty and strategy matter in the Faction life of Paradise RP. This rule is in place to maintain Faction structure, roleplay integrity, and prevent excessive switching.

◆ **Strikes Guidelines**

□ Strikes are dealt when multiple members of a Faction are involved in a rule break.

□ To have a strike removed, Faction bosses will need to open a ticket and get in touch with Faction Oversight.

□ In Paradise RP, factions operate under a three-strike system: **(LIMITED TO REMOVE UP TO 3 TIMES)**

✓ **Strike 1 & 2** – Each strike remains on record unless removed. Factions may pay **4 million city cash** per strike to have one removed.

✓ **Strike 3 (Disbandment)** – Upon receiving a third strike, the faction is automatically disbanded.

✓ **Post-Disbandment Recovery** – If a Faction is disbanded due to a third strike, they have one week to pay 8 million city cash to have the third strike removed and reinstate the Faction, and then will be back at only two strikes until the other strikes have been removed using methods strike 1 & 2.

This system ensures accountability while providing Factions a chance to recover from past infractions.

◆ Appearance & Clothing

- Flags must be worn and visible **at all times**, unless working at a business. Back pocket flags are preferred as they are now in *decals*. If your flag is not easily seen, you may be warned to change attire.
 - You can **not** dress completely identical as other Faction members. You must have different hair, masks, accessories etc...
 - Any Faction member switching colors (without Oversight authorization) or impersonating other Factions will potentially be barred from Faction life completely. This includes tagging/graffiti with a color that is not your Faction's.
 - Faction members should be wearing clothing that is realistic and representative of their faction. *Paradise RP* promotes realistic roleplay, casually wearing clothing items such as flippers, scuba outfits, costumes, is **not permitted**. (This does not include themed events or scenarios that may call for such attire.)
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◆ Cooldowns

- Faction members are expected to consistently post their cooldowns in the faction discord under their designated channels. If one faction can provide timestamps of cooldowns while the other cannot produce it, faction support will side with the faction that can.

ex:

"Green Faction vs Red Faction" – This tracks the **1 hour cooldown** before a faction can be pressed again.

Failure to do so will result in **a warning**, and continued lack of documentation may be dealt with by **a strike** to your Faction.

- Pressing another Faction while your Faction/they are on cooldown is **not permitted**. Your Faction may be subjected to **a strike**.

× This includes phone beef (birdy, phonecall, texts), graffiti/tagging faction owned MLOs or businesses, or controlled drug fields (and taxing). This rule stands for cousin souls as well.

◆ MLOs & Raids

□ Faction MLOs are **red zones**. If an opposing Faction/player infiltrates an MLO (i.e. hopping the fence, entering the building, within the walls of your compound), it is **kill on sight**. The owning Faction have the right to defend their MLO without a 45 second interaction, only within the perimeter of their compound, the street/sidewalk does not count. **You can not rob a player if you choose to KOS.**

□ Factions may have their full roster present during raids but must remain **within the boundaries of the fencing or walls of their Faction MLO**.

□ Leading PD directly to your Faction compound after a police interaction or heist just to initiate a shootout is **Fail Roleplay (FRP)**. Factions are expected to plan their heists realistically, using strategic getaways rather than repetitive shootouts at the same location.

□ PD MLO Raids

When a warrant is issued, it will be formally served to the faction via ticket in the main Discord with High Command/SWAT and the faction's boss and underboss to coordinate a date and time for the raid. Once the warrant has been served, the faction may not move, alter, or remove any items in their shared faction stash. On the scheduled date, the faction may choose to comply or resist; if they comply or are defeated in the shootout, PD reserves the right to wipe the **shared faction stash**, but if the faction successfully defends against the raid, they face no further consequences. To ensure fairness, doors and entryways must be unlocked and accessible at the agreed-upon time.

◆ Factions vs. Civilians

□ Factions should not press civilians unless there is a valid RP reason behind it. Killing civilians without quality reasoning can result in **a strike**.

ex: wearing their faction flag, selling and/or making their faction owned drugs, trash talking the faction, etc...

◆ General Faction Rules

▢ Faction Interactions

▢ When pressing another faction or a civilian, ensure the interaction reflects quality roleplay, as Paradise is a roleplay-focused city. Interactions must be in person—phone calls or texts do not count as valid interactions. However, phone interactions may be used to build tension or develop a storyline leading up to in-person roleplay. Running in circles or stalling until the 45-second timer expires is not considered quality roleplay and may result in both factions receiving a strike for **Fail Roleplay (FRP)**.

▢ Tricking officers or other factions during a shootout by pretending to surrender (ex: putting hands up and leaving the scene) only to draw a weapon once their backs are turned is **strictly prohibited**.

▢ During an active hostile scene, you may **not** flee to *greenzones* (ex: businesses, homes, Legion Square, etc.) for safety. Doing so is considered **Fail Roleplay (FRP)**.

▢ Graffiti & Tagging

▢ You may **not** graffiti another faction's block, home, or business if your faction is currently on cooldown.

▢ Tagging in a color that is not your faction's is **not permitted** under any circumstance.

▢ Hotspots & Taxing Drugs

▢ Cooldowns **do not apply** to owned ingredient fields. You may defend your faction's field at any time, regardless of cooldown status for either faction. However, **camping at your field to wait for rival factions to harvest ingredients is not allowed**. Check-ins are allowed.

▢ Factions can press players selling drugs, but they have to be selling the drug that faction owns. If they are selling another faction's drug, you must let them go without robbing them.

▢ Factions may **not randomly tax civilians or other factions** for no reason. You will have to catch them in the act of picking ingredients or have proof of sales.

Ex: If you press and rob them to see if they are selling your faction owned drugs.

- You must always attempt to tax at your faction's drug field first. You may only rob if they refuse to pay tax or try to fight/run.
- Factions may not camp locations and wait for players to arrive.
- When factions catch civilians at criminal spots such as drug processing or drug ingredient locations, factions **MUST** give civilians the following options:
 - Fight:** Civilians may choose to fight back after the 45-second interaction period has passed. You **may rob any items** off that player (within the guidelines of Bible, do not pocket wipe). You can **not** rob them if they are flatbacked.
 - Tax:** The civilians can pay taxes on the spot, with no threat to their lives.
 - Run:** The civilian gets robbed and **only the items that are used / made from the area** are taken, **nothing else**. The civilian leaves the area afterwards with their life.
- If Factions catch a civilian or opposing Faction member selling *any* drugs within their MLO radius (**1-3 postals**) they are allowed to press and tax, regardless of the drug being sold. The reasoning behind this rule is: opposing factions and civilians should not be permitted to openly conduct drug sales within your territory. If they wish to sell, they must take those activities elsewhere, in a safer location outside of enemy/faction turf.

□ Leaking Locations

You may **not leak or post any location information** anywhere in the city or on Discord. Doing so will result in serious punishment. Locations can only be shared in character when there is quality roleplay behind it, such as exchanging or selling information to another group.

□ Weed Harvest Location is Exempt

- ✓ Factions can **ONLY** press **rival factions** at weed harvest locations.
- × **Civilians cannot be taxed or pressed at weed harvests**, since this product supports the city's legal smoke shop businesses.
- ✓ However, **civilians can be pressed or taxed at illegal harvest spots**.

□ Rumor Pressing

- Rumor pressing after **45 minutes is not allowed**. If someone comes to you with information, such as a rival Faction running your Faction's location, you have 45 minutes to press the rival Faction over it. After 45 minutes you need

new evidence to press over. This only applies to information you receive without hard evidence (ie. photos of people at location). You cannot use any evidence received outside of city (ie. clips) to start beef or press anyone as this is considered *meta gaming*.

▢ Number of Participants in Scenes

▢ In **ANY** situation (except raids), there can only be a **maximum of 6 people involved in any given side**. That means 6 faction members/crims against 6 cops or 6 criminals against 6 other criminals, etc... If a cop is killed **ALL** available police can respond. This does not mean that you can't gather drugs or hang out together in groups of more than 6 but if you are in any situation that involves a shootout, criminal activity, car chase, etc, any participants on your side that number more than 6 need to completely exit the scene and the area. This can be done RP wise in a variety of ways, such as telling your extra members to run. Be creative. Additionally, factions cannot do criminal activities or cooperate in shootouts against the pd. Cayo is an exception to 6v6.

◆ Faction Wars

▢ When initiating a faction war, the initiating boss must open a ticket in the *Paradise RP Factions Discord*. Staff will then add the opposing faction's boss to the ticket so both parties can discuss and agree upon the terms of the war. The purpose of wars is to resolve ongoing conflicts between factions. If two factions continue to feud without formal resolution, Paradise staff may initiate a war on their behalf.

× Should either faction choose to forfeit the staff-initiated war, the beef will still be considered resolved. Both factions will be placed on a **one-week cooldown** and the forfeiting faction will be required to **pay a fine of \$25,000 per faction member**.

◆ Turf Wars

- Turf Wars will be hosted **once a month**. Frequency may change depending on active staff and factions.
- Only kill opposing faction members if they are **inside** the zone. You must be inside the zone to start shooting.
- Zones are **KOS**.
- Once you enter a zone, you can **not** leave the zone, you must stay inside the entire time.
- You may **not** shoot into the zone from outside.
- Team count is up to 8 members.
- Beef cannot be carried out from the turf war.
- Last person standing wins for their faction.

□ Vehicles

Shooting from cars, boats or helicopters is **not permitted**.

- × Do not drive vehicles or boats inside of a zone, the vehicle must be parked outside of the perimeter and you must enter on foot.
- × Do not use helicopters when going to a zone, or arriving inside of the zone.

□ Roofs

Roofs are not to be used during turf wars.

- × Anything that requires a ladder, stairs, or extensive climbing is not allowed. (Standing on dumpsters, short walls, etc.. is allowed)
- × Only the ground level of parking garages are allowed to be used.

□ Robbing

You can only rob players who are in the zone and on their side. No robbing while flatbacked.

- × Once they are out of zone, you cannot rob.
- × You can not remove your own faction members from the zone to prevent them getting robbed.
- × Under no circumstance should you flatback your own member inside a zone
- ✓ **ONLY** consumables can be robbed.

▢ PD and EMS

- × Do not call EMS during the turf war, they will assist you once the war is over.
- × No shooting at EMS/Civs.
- ✓ PD is KOS if they enter the zone.
- ✓ If PD successfully clears the zone, they will be fining each player instead of making arrests. With this being said please **do not** Hold E or F8 until the scene is over and PD is done handling suspects.