Nat Hist Chat Rules

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–Intellectual Property of the Path of Titans Community Server, Nat Hist

1.) <u>NO racist, sexist, ableist, homophobic, transphobic, or other such language in Chat or in Voice</u>. You know the ones. It's 2025. No slurs, harassment, discrimination, bigotry, personal attacks, toxicity, or insulting one another. Be respectful, kind, level-headed, and mature! Such statements will be dealt with swiftly and appropriately, possibly skipping our standard chat penalty protocols at staff discretion. <u>This rule applies for both Discord and In-Game.</u>

2.) Do not post inappropriate or offensive comments, photos, or links. **Do not** engage in discussions of potentially triggering topics, such as politics, religion, IDPOL, trauma, abuse, etc. **<u>Keep things PG-13 and light-hearted</u>**. This rule applies for both Discord and In-Game.

- 》》》 Our goal is for Nat Hist to be a dinosaur gaming and nature role-play *escape* from the pain and burdens of real-life challenges, strife, and bigotry. So, for the sake of keeping our global chat happy and calm, please don't get into extended discussions about sensitive topics as outlined above within the server.

- Please note that we do **not** allow the sharing of anti-science sentiments, including ones that claim dinosaurs aren't real, homosexuality is unnatural, are anti-vax, or are anti-evolution. *Such anti-science sentiments are not welcome here*.
    - Feel free to discuss limitations and gaps in our paleontological and biological knowledge in a healthily skeptical manner (like a good scientist!)

    - Feel free to discuss things like speculative animal sexuality in a scientific and nature role-play centric discussion.

- No goading and <u>do not dogpile people in Chat</u> once they are told something once.

- **Smack talk**: You can call dinosaurs things like stinky and smelly or silly. Ex. "Ceratosaurus who just killed a member of my herd, you're stinky." Use common sense in your good-natured insults and competitive spirit.

3.) Please, for the love of all that is good, **<u>don't be toxic or start drama</u>**—it's just a dinosaur game. Do not stir the pot. If you don't like Nat Hist, there are plenty of other great servers that will suit your needs.

4.) <u>Be respectful, calm, mature, & wholesome</u>. We reserve the right to **remove people** who do not pass the vibe check after a warning (constant whining, non-constructive complaining, bringing the mood down, **bringing up past issues**, etc.)
- **<u>Swears/curses</u>**: Passive swearing/cursing IS allowed, just not AT people or their dinos.
- **Please be kind to Staff**! Staff are volunteering their time to make Nat Hist a safe and pleasant place. Please stay courteous and polite.

5.) Nat Hist Staff are fully aware of all new Mod releases and updates. We kindly and firmly ask that you not beg for Mod additions, as we will make a decision based on Nat Hist suitability (see below). Further, please do not demand Mod removal. We will have Mod pruning votes every few months to keep the roster relevant. So in short, **no game/species Mods addition or removal talk**.

- Suitability = Is it well-made? Does it fit Nat Hist's vision? Will people play it past its newness pop?

Additionally

If criticizing a mod/playable, please refrain from personal attacks against the designing mod teams. If you must criticize, simply do so in the same manner as you would an official playable.

6.) Please **avoid ascribing overly-human characteristics to your playables in a long drawn out fashion**. Try to maintain a scientific lens when discussing your playables in public chats and avoid overly-anthropomorphic descriptions of the animals.

7.) Rule Break Discussion:

For **ANY** rule discussions with other players:
- No mini-modding (defined as telling parties/players not involved with you what they should or shouldn't be doing. Ex. "Titan, you should be territorying that giga." Instead, signal an Admin **(see below)** or file a ticket. This also applies when witnessing an obvious rulebreak situation (mixpacking, overkilling, etc.).
- Do not comment on fights or rulebreaks that you are not a part of (Ex. "Apato back against the wall, Rex you can't do that!").
- Do not convey misinformation or ask questions that are easily found in our rules ("How many Allos in a pack?").

If someone asks a question about a rule, you may explain the rule ONCE <u>and</u> cite the rule number ONLY IF:
- There are no Admins online
- There are Admins on, but **five minutes** have passed without an answer

If there is an ACTIVE rulebreak happening **AGAINST YOU OR YOUR GROUP**, here are the steps to take:
- If you must, you may say a reminder of the rule being broken ONCE (Ex. "Body down stegos! Fights over!"). Please do not just say "rb *insert dino name*."
- Do not dogpile people in Chat once they are told something once. If you're in a group, let ONE group member explain the rule and leave it at that.
- If they persist, signal an Admin or Staff member by saying "admin help" **ONCE** in Global and/or submit a ticket. (See **Admin Help System,** below)
- Do not dwell on rule breaks in Global *or* any non-ticket Discord chat after the situation has passed or someone has died as a result. Ex. "Spino, that was a rulebreak. I had a body." Instead, file a ticket or signal an Admin.

We additionally ask you to be mindful of Nat Hist's realism-lite/nature role-playing vision and not overtly anthropomorphize your animals in Chats or dominate it with excessive characterization that can take away from others' gameplay/chat experience.

8.) <u>Location Drops</u>— You can voluntarily location-drop **YOURSELF.** If you're in a group, they have to consent. If you're alone, go for it. No "Rex in Savanna Grassland" please.

Additionally, do not reveal a player's location in Global or Local Chat in a way <u>that causes them disadvantage</u>. Don't reveal their hiding places or presence to anyone outside your group (e.g. croc in river, raptors to the north, allo in bush). This is unfair and impacts realism. *Your animals don't have chat.*

9.) We ask that you refrain from posting invite links to other Discord servers within Nat Hist. This is to ensure the security of everyone.

- **Personal** shops can be shared in the *Community Wares Channel.*

10.) Don't spam the channels. <u>This rule applies for both Discord and In-Game.</u>

11.) No asking for or engaging in non-grouped 1v1's allowed. We offer plenty of rule-based fighting opportunities via hunting allowances, territories and roguing.

12.) In game, <u>do not offer trophies to players</u> in Global Chat.

<u>Admin Help System</u>

In-Game Chat Color of Field Staff 🟪 | In-Game Chat Color of Lab Staff 🟦

To resolve rule breaks more quickly, we have a system where you can call for admin staff online.
- To call, type "**Admin 911+Scenario A or B**" (see allowed scenarios & their letter)
- Admin 911's do not replace the ticket system. **You still need to record** for a thorough follow-up through tickets when needed.
- If you are in a group, **only ONE person** can call 911.
- Admin 911's **do not** replace the ticket system.
- Note that if staff are busy or in active fights, there may be a delay. Calling for help doesn't mean someone is immediately available. If <u>1 minute passes and there's no answer</u>, please file a ticket.

You can call for admin help for certain rule breaks/issues that are being witnessed and can be easily resolved. The below are the **only valid <u>lettered</u> scenarios** for Admin Help:
911 A-rulebreaks
- Mixpacking/overpacking observations.
- Disallowed aquatics in freshwater/crocs in illegal ponds.
- Player being a nuisance (random illegal attacks, spam calling, etc.)
- Safe zones attacking* Ticketing may still be requested.
911 B- other acceptable scenarios
- stuck in/under the map and !unstuck doesn't fix it!
- character animation glitches- can't eat/drink

When calling 911, <mark>you MUST indicate the specific scenario **letter**</mark> (**E.g., "Admin 911 A , or Admin 911 B**) or they will not respond, and you may earn a chat penalty if this is a pattern.

Don't forget to *****ALWAYS***** record in case a ticket might be needed—admins may not always be able to see what you have experienced by the time they arrive.

You cannot call for:
> • Stuck on a cliff/terrain (use !unstuck)
> • Rulebreak is long done and over, can't be witnessed by staff (<mark>Make a ticket</mark>).
> • Illegal hunt (based on profiles, timers, etc.)
> • Situations that are not rulebreaks.
> • Chat issues (Staff will handle if on. If they're not, submit a Ticket).
> • As a joke.
> • Rules questions (check the documents!)
> • Witnessed an apex failure to territory (Rule 35). Better to record and file a ticket.

(Calling for these will earn you a Chat Penalty, see next section)

Chat Penalty System

If you break a Chat Rule: After it is explicitly determined you broke a chat rule (see above), you will receive a message either In-Game, or via a Discord ticket (if in Discord), from a Nat Hist Staff member indicating you have received a Chat Penalty. Listed in order—

For In-Game chat infractions:

- Rule Reminder (optional 15-min mute)
- Official Chat Warning (30-min mute)
- Chat Strike 1 (24-hour mute)
- Chat Strike 2 (3-day mute) <u>AND</u> a **Gameplay Strike 1** (see rule-systems)
- Chat Strike 3 (Permamute) + chance to appeal after 2 months.

For Discord chat infractions:

- Rule Reminder (Message deleted, optional 10 min timeout)
- Official Chat Warning (1 hour timeout)
- Chat Strike 1 (1 day timeout)
- Chat Strike 2 (1 week timeout) <u>AND</u> a Gameplay Strike 1 (see above)
- Chat Strike 3 (Removed from discord) + chance to appeal after 2 months

If you go 3 months without earning a Chat Penalty, then your penalty record will be reset to nothing.