

Monarch Family Rules

*Rules are subject to change and will be published to all members
Individual factions may have additional or slightly varying requirements*

Behavior

1. No begging or scamming allowed. Examples include:
 - a. Investment/gambling pyramid schemes
 - b. Trade cancel mugs
 - c. Any type of theft of assets/profit which were expressly loaned by another player on a temporary basis
2. Be mindful of how your individual actions as a player can negatively impact the entire faction. Don't let your personal problems affect the family.
3. In relation to other members of our family, we expect you to:
 - a. Be respectful and fair
 - b. Co-operate, assist and share knowledge
 - c. Maintain a fun and healthy faction chat environment, do not bully or bait.
 - d. Not attack family members without prior permission
 - e. Not mug a family member's mug target without prior permission
4. In relation to appointed leaders, we expect you to:
 - a. Follow their direction/instruction
 - b. Notify them directly or via Known Inactivity thread that you will be away
 - c. Notify them directly or via Name Change thread of any name changes

Membership Requirements

exceptions made at leadership discretion

5. All members are required to be registered on Torn Stats and be linked with their current API Key. All members must have their battle stats visible for leaders to view.
6. Members must, unless exempted by leadership:
 - a. maintain a user activity on Torn equivalent to 30 minutes/day, averaged across the month
 - b. maintain donator status, positive net worth, and Private Island w/ Airstrip or better property
 - c. not level hold
7. During chains and wars
 - a. do not spend energy in the gym, dump, church, NPC fights, or other unrelated activities
 - b. contribute 40 attacks per day as a bare minimum
 - c. Individual factions may have further requirements
8. Meet minimum monthly training requirements of
 - a. 70 xanax & 24 energy refills
 - OR**
 - b. increase in battle stats by 100m

Member Movement

9. Leadership will assign factions to current members, returning members, and new applicants based on current requirements and the needs of the family. Leadership is willing to review your membership on request if you would like to move between family factions.

Faction Use & Proceeds

10. Members using the faction vault should note:

- a. The faction vault is not designed to be used as an automatic teller machine (ATM).
- b. Vault deposits should be limited to less than 20b.
- c. Do not ask to become a banker.

11. Members using the armory should note the below rules:

- a. Do not donate common weapons or armor to the armory.
- b. If sharing rare weapons with other faction members via the armory, then please notify a leader with the weapon statistics so we can retrieve it for you later.
- c. Retrieving high end/rare weapons from offline members is acceptable, as long as they are not on a territory wall or overseas. Send them a message to confirm you have taken it.
- d. When done hitting, return any loaned high end/rare weapons to the armory.
- e. Do not use multiple small first aid kits.
- f. Do not use racket proceeds without permission, eg Drugs, Cans, Points. You will be asked to replace them.

12. Proceeds from:

- a. Political Assassination revenues will be divided as follows: 40/30/20/10 in order of crime experience.
- b. Other Organised Crime proceeds and all racket income will be retained and utilized to fund armory supplies, warring, competitions and create faction investments

Penalties

13. You may be kicked from this faction if you:

- a. Fail to consistently meet faction requirements
- b. Break faction rules
- c. Break Torn rules and are sent to Federal Jail