



Longhorn State RP

Guidelines

1. Ignorance will not be tolerated. It is every player's responsibility to know, understand, and follow the rules and guidelines of this community.

- a. Stay Informed:** Rules may be updated over time. Players are expected to check announcements and rule updates regularly.
- b. No Excuses:** Claiming "I didn't know" or "I never read that" will not excuse rule breaks. Staff will always enforce the rules as written.
- c. Community Standards:** By playing here, you agree to uphold the standards of Longhorn State RP, even if they evolve as the server grows.
- d. Reporting:** If you see something unclear, ask staff for clarification before acting. Acting first and asking later is not acceptable.

2. Use common sense. If you are not roleplaying to a standard that fits this community, you risk being removed from the server.

- a. Immersion First:** Your actions should always make sense in the setting and time period. If what you're doing feels out of place or "silly for the sake of silly," it likely isn't acceptable.
- b. Respect Others' RP:** Do not disrupt or derail scenes just because you are bored, want attention, or don't personally enjoy the type of roleplay happening.
- c. Quality Roleplay:**
 - i. Provide enough detail and dialogue to make your actions believable.**
 - ii. Don't rush or do the bare minimum (e.g., instantly robbing someone with one line of dialogue).**
- d. Consistency:** Stay true to your character's personality, history, and limitations. Do not swap behaviors unrealistically just to get an advantage.

- e. Community Standard: Longhorn is a serious RP server. If your RP looks like trolling, half-effort “meme play,” or you repeatedly ignore immersion, you will be removed.**

In short: If you have to ask yourself “Would this make sense in a real, serious RP environment?” — it probably doesn’t.

- 3. This is an English-speaking server. All roleplay, communication, and conflict resolution must be done in English.**
 - a. Fluency Required: You must be fluent enough in English to clearly understand others and make yourself understood during roleplay.**
 - b. Why This Matters: Roleplay often involves fast-paced communication (gunfights, robberies, law scenes, medical emergencies). Misunderstandings caused by language barriers disrupt immersion.**
 - c. Staff must be able to communicate with you during investigations, reports, or conflict resolution.**
 - d. Multiple Languages in RP: You may roleplay a character who speaks with an accent or uses short phrases from another language, but the majority of your RP and all critical communication must be in English.**
- 4. No racist/overly sexual names will be allowed. Keep them realistic.**
- 5. Keep the drama away from the server. OOC harassment/sexism/idiocy will not be tolerated.**
- 6. Fail RP includes, but is not limited to, situations where your actions break immersion, abuse mechanics, or ignore realistic roleplay standards.**

- a. **Abusing Game Mechanics:** Using glitches, unintended animations, or commands to gain an unfair advantage.
 - b. **Dropping Items While Restrained:** Dropping or stashing items when cuffed, tied, or arrested to prevent others from taking them.
 - c. **Powergaming:** Forcing unrealistic actions or ignoring your character's limitations.
 - d. **Excessive Trolling:** Repeatedly engaging in behavior that disrupts roleplay, even if not outright griefing.
 - e. **Forcing Unwanted RP:** Pushing others into scenarios they have no reasonable way to respond to.
 - f. **Cop Baiting:** Purposely trying to provoke law enforcement into chasing or fighting you without meaningful RP.
 - g. **Combat Logging:** Disconnecting, F8 quitting, or otherwise leaving the server to avoid arrest, death, or RP consequences.
 - h. **OOO Chatting/Talking:** Breaking character mid-scene (e.g., "That's not fair, bro," or "My ping is too high, stop shooting"). Only exception: if you are in your own house or far away from all roleplay.
7. **Metagaming includes, but is not limited to, using knowledge that your character would not reasonably know in roleplay, or communicating information through third-party platforms outside the server.**
- a. **Third-Party Communication:** Using outside platforms (Discord, Steam chat, Twitch chat, DMs, etc.) to relay information about locations, crimes, law activity, or player movements.
 - b. **Stream Sniping:** Watching a player's livestream or VOD to gain information about where they are, what they are carrying, or what they are planning. This includes even "casual" watching if you are logged into the server at the same time.
 - c. **Cross-Character Knowledge:** Using knowledge learned on one of your characters to benefit another. For example:

- i. **Character A is robbed, and later Character B (your alt) hunts down the robbers.**
 - ii. **Character A is a deputy, and Character B (a criminal) uses law intel that only Character A would know.**
 - d. **Map Knowledge Abuse: Using out-of-character knowledge of spawn points, interiors, or event triggers to gain an advantage (e.g., camping a doctor's office because you know players will respawn there).**
 - e. **Discord Coordination: Calling out locations or movements in private Discord/voice chats instead of through in-character methods (notes, letters, telegrams, or in-game voice).**
 - f. **Unrealistic Intel: Knowing someone's name, gang, or crimes simply because their character model is familiar to you OOC. You must learn this information in character through roleplay.**
 - g. **External Information Sharing: Sharing screenshots, video clips, or logs with others to influence in-game decisions or investigations.**
- 8. Think about the era you are roleplaying in. This server is technologically locked at 1905, meaning no inventions or knowledge beyond that year are acceptable in Longhorn State RP.**
- a. **Speech & Terminology: Use language that fits the time. Do not mention modern concepts (phones, computers, cars, memes, etc.). Keep your character's dialogue grounded in the early 1900s.**
 - b. **Technology Limit: Anything invented after 1905 does not exist here. You should only reference items, tools, weapons, and concepts that reasonably existed during or before this period.**
- 9. If you have to respawn due to being killed by a player, you should stay away from the area you went down for as long as you can without affecting RP.**

10. The “Rule of 5” means no more than 5 players per side may actively participate in hostile roleplay (shootouts, kidnappings, arrests, etc.) at one time.

- a. Group Responsibility: If you are gathering or traveling with more than 5 people, you are expected to decide before hostilities escalate who will engage and who will step back.**
- b. During Hostilities:**
 - **Only 5 may draw weapons and participate.**
 - **Everyone else must disengage and leave the area.**
 - **Those leaving should not act as lookouts, reinforcements, or provide interference.**
 - **You may not use them as a “second wave” to rejoin once the first 5 go down.**
- c. Clarity Matters: Whenever possible, intentions should be made clear at the start of the interaction to avoid confusion or disputes later.**
- d. Exception: If both sides have more than 5 players present, then the Rule of 5 does not apply. In those rare cases, each side may use their full numbers if in agreement.**

11. Locals (NPCs) in Roleplay: Locals (NPCs) should be treated with the same respect as player characters when it comes to roleplay and law enforcement.

- a. Crowded Areas: Do not kill or attack locals in busy or popular towns. While the occasional scuffle may happen, repeated or random killing of NPCs in public areas breaks immersion and disrupts RP.**
- b. Immersion Impact: Towns should feel alive and realistic. Rampant violence against locals makes the server feel less believable and spoils roleplay for others nearby.**

- c. Law Enforcement Response: Law treats locals the same way as players. If you kill a local in town, deputies and sheriffs will charge you for it as if you killed a player.**
- d. Minimal Use: A quick punch here or there for comedic or dramatic RP is fine, but do not make killing locals a routine or “easy outlet” for violence.**