

The Empirecraft Server Rules:

The Lands:

The Wilderness - There are no rules in the Wilderness. The Wilderness is defined as the land that is not within the borders of a Kingdom.

The Kingdom - Kingdoms will have their own laws that everyone within the borders have to abide, regardless if the Player is a citizen of the Kingdom or not. Once a Player is in claimed territory of a Kingdom, they will suffer the consequences if they break the rules.

Rules for Players:

Who are the Players - Players are everyone new who is whitelisted for the server after its official release.

What can Players do - They abide to the rules of the land they are currently in. To clarify, Players in The Wilderness can do whatever they please, and Players in The Kingdom have to abide to the laws enforced by The Kingdom. Players can also become Rulers and Generals by establishing new Kingdoms.

How to establish a new Kingdom - **IN “Kingdom Society”**

Special rules for Players - Any interaction between Players and The Kingdom can result in consequences for the Player if The Kingdom deem said interaction unlawful. An example would be “Player A” in The Wilderness killing “Player B” in The Kingdom with a bow. While “Player A” was in The Wilderness during the killing, The Kingdom have the right to place consequences on “Player A” if The Kingdom deem killing unlawful.

Rules for Rulers and Generals:

Who are the Rulers - Rulers are the appointed King/ Queen of a Kingdom.

What can Rulers do - They decide what laws will be created and enforced within their borders, and how the society within the Kingdom will work. Rulers can make up any law as they desire, and this in turn will make Players decide what Kingdom they want to live in. Rulers will be able to claim land for their Kingdom. They will also be able to declare war on enemies and call peace, as well as be the strategic leader of their army.

How do Rulers claim land - **IN “Army Society”**

How do Rulers declare war/ call peace - Declaring war and calling peace must be agreed by all Kingdoms involved. It is not allowed for a Ruler to declare war on a Kingdom and then wage siege on it without the opposing Ruler of the opposing Kingdom declaring war in return. Same ruling with calling peace, both Rulers must accept peace at once before calling peace.

Who are the Generals - Generals are the second-hand leader of a Kingdom's army. They are appointed by their Ruler.

What can Generals do - During war, the Ruler calls upon the General to assist them in strategically planning sieges on the enemy. The General also creates and maintains how the Army functions. Most importantly, in absence of the Ruler, the General takes position as Ruler for the time being.

How do Generals run the Army - **IN “Army Society”**

What does it mean for Generals when Rulers are absent - Literally, the General IS the Ruler whenever the Ruler is absent. The Ruler being absent is defined as the Ruler having no communications within the server whatsoever at the time. Once the Ruler is not absent, the General is not the Ruler anymore.

Legal Attacking:

Attacking a Kingdom...

From The Wilderness - This is legal as long as the Player/s faces the consequences. As stated above, everyone has to follow the laws of a Kingdom if they are within the borders of a Kingdom. Interactions with a Kingdom also results in consequences as well.

From another Kingdom - If attacking with a Kingdom's Army, this is completely illegal unless both Kingdom's declared war on each other. However, a single person or group of Players from a Kingdom are allowed to attack another Kingdom if they are not part of their Kingdom's Army, or a Ruler, or a General.

Attacking in The Wilderness...

From The Wilderness - This is legal, there are no rules to regulate whatever happens in The Wilderness.

From a Kingdom - This is legal as well, and unlike The Kingdoms where both parties must declare war on each other before they can fight, a Kingdom can attack a single Player or group of Players that reside in The Wilderness with their Army.

Kingdom Society:

The Capital - All Kingdoms have a designated area claimed as the Capital. The Capital can be a castle or a town, but no matter what all Kingdoms must have a Capital. If another Kingdom during times of war captures their enemy's Capital with their own Army, the enemy Kingdom has been defeated.

Cities - A city is a group of Players living together in a designated area that is either under the law of a Kingdom, or by itself in The Wilderness. A city has no ruling power by itself, therefore it follows the government of the land it resides in. A city has no Army, and if the city is in the borders of an Kingdom, and their Kingdom is at war with an enemy Kingdom, the enemy Kingdom can capture the city with their Army. A city that is in The Wilderness can eventually become a Kingdom of itself; Every new Kingdom has to have, and can only have, one Ruler and one General. A new Kingdom also must have an Army as well as a Capital. Once all of this is proven, the admins will accept the Kingdom into the server.

Other Positions - Other than Kingdoms having a designated Ruler and General, all other positions, and their powers, are created and enforced by the Ruler. The only reason to have other positions would be to regulate the Kingdom more efficiently.

The Economy - There is no regulated economy, however there are coins Players can get from killing mobs. Players can trade items and coins freely according to their Kingdoms laws.

Army Society:

The Army - All Kingdoms have an Army. The General is the highest positioning officer of the Army and maintains the positions in the Army. The structure and functionality is up to the General on how to run Army.

Army Positions - There are three preset positions in the Army (In order of highest power): General, Sergeant, Footmen. All other positions and their powers are created by the General, and powers for the Sergeant and Footmen are decided by the General.

How to Claim...

New Land - Only Rulers can claim chunks; Every new claimed chunk must be adjacent to other claimed chunks, except for the first claim chunk which can be claimed anywhere on the map. Rulers can only claim a chunk that already has been made for full structures. (For example, a Ruler cannot claim a chunk that does not have a structure in it, even if it is adjacent to other claims. Also, a Ruler cannot claim a chunk is not adjacent to other claims, even if there is a structure in it.) The only exception a Ruler can claim a chunk with no structures in it is if the entire chunk is in a water-type biome (River, Ocean, ect...).

Enemy claimed Land - If a defending Kingdom city is captured, then the defending Kingdom claimed land is contested and no Kingdom claims it until either the attacking Kingdom retreats from capturing the city (the claimed land goes back to the defending Kingdom), or until the defending Kingdom retreats from the captured city (the claimed land goes to the attacking Kingdom). If the attacking Kingdom captures the defending Kingdom's Capital, all of the defending Kingdom's claimed land goes to the attacking Kingdom.

How to Capture...

A City - If the city is not part of a Kingdom, then an Army captures a city once the city's representative/s surrenders. If the city is part of a Kingdom, an Army captures a city once the defending Kingdom's Army is defeated.

A Capital - A Capital is captured once the Kingdom's defending Army is defeated, the Ruler and General are killed, and the Ruler accepts defeat. Once all of the above is true, the defending Kingdom has been defeated and is no longer a part of the game. The Capital and cities in the defeated Kingdom are annexed to the winning Kingdom. The Players in the deated Kingdom can choose whether to live in the winning Kingdom, or retreat into The Wilderness.

End Game:

The game is over once there is only one remaining Kingdom standing, and the remaining Kingdom captures all cities across the map.