

Masolution Studios Admin Rules

Effective Date: March 8, 2026

This document defines the responsibilities, limits, and expectations for **administrators and moderators** working within Masolution Studios games and services.

Admin privileges exist to **protect gameplay, maintain fairness, and ensure stability**. These permissions are not meant for personal entertainment or unfair advantage.

1. Purpose of Admin Powers

Admins are trusted to maintain the health of Masolution games.

Admin powers should only be used to:

- Moderate rule breakers
- Fix game issues or bugs
- Investigate exploits
- Admin Abuse (Only for Mason, Jandel, Alex, or Jesse)
- Maintain server stability

Admin tools are not toys and should not be used irresponsibly.

2. Economy Protection

Many Masolution games include currencies, items, or progression systems.

Admins must never:

- Spawn large quantities of currency
- Spawn high-value items into the economy
- Duplicate rare items
- Create items that players can obtain
- Spawn production systems that generate massive income

Economy-breaking actions can permanently damage the game.

If testing is required, it must be done in private testing servers only.

3. Fairness and Abuse Prevention

Admins must treat all players equally.

Admins may not:

- Give friends advantages
- Punish players for personal reasons
- Harass players
- Troll or grief servers
- Manipulate game outcomes

Admin abuse will result in immediate removal of privileges.

4. Use of Admin Commands

Admins should only use commands when necessary.

Examples of acceptable command usage:

- Kicking exploiters
- Banning players violating rules
- Fixing bugged players or items
- Restarting servers during major issues

Commands should never be used casually.

5. Testing Procedures

Game testing should always occur in dedicated development environments.

Testing rules:

- Use private servers or developer builds
- Never test unstable features in public servers
- Avoid spawning experimental items in live games

Public servers must remain stable.

6. Transparency

Admins should be transparent when taking action.

When possible:

- **Explain moderation actions**
- **Document major decisions**
- **Report exploits or serious incidents to developers**

This ensures accountability within the team.

7. Security and Permissions

Admins must protect their accounts and tools.

Admins must not:

- **Share admin accounts**
- **Share admin commands with non-staff**
- **Leak developer tools or assets**

Account security is critical to preventing abuse.

8. Consequences for Admin Abuse

Violating these rules may result in:

- **Removal of admin privileges**
- **Suspension from staff**
- **Permanent removal from Masolution teams**

Severe abuse may result in permanent bans from Masolution games.

9. Final Authority

Masolution Studios developers retain the right to remove or restrict any admin privileges at any time.

These rules exist to protect the integrity of Masolution games and their communities.

Masolution Studios

"Power is given to protect the game — not control it."

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