



GENERAL INFO & GUIDE

The purpose of this document is to provide our players with some guidance on what they should expect from the server, staff, our rules and list out some of our gameplay features. This document will include links and screenshots - and will eventually be incorporated into an info-site for your viewing pleasure :)

That said, let's explore some of Oakheart's features!

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OFFICIAL TOWNS/WARPS

*One of Oakheart's primary focus points is to ensure players can create their own **sub-communities** to live in, with people they can play and enjoy the server with. To accomplish this, we have implemented a **town system**; where players can build together in small settlements and receive perks!*

Furthermore, you can also purchase a warp to show off your builds to other players! Warps are useful for setting up a mega-shop outside of spawn, showing off your base, sharing mob-grinders and more!

Warps

Warps are player-builds that are set up for the community's benefit - **shop warps** to supply goods to the community, **build warps** to show off amazing builds, or **grinder warps** to provide a public mob grinder for the community and more! To check out warps or apply for one, run the command **/warps** in game!

Towns

Towns are player-made settlements where players join together and build a small sub-community together! Check out existing towns, town ranks or view town application requirements through the **/towns** command in game!

Player Activity

In order to apply for a warp/town, you and your warp/town members need to be considered "**active**". But active is a subjective term, so how do we determine this? The following rule of thumb will be applied:

- Last seen no more than **7 days ago**
- Ranked up at least to **Adventurer**
- Has a **base** in the town
- At least **3 hours** of playtime that week (check **/leaderboards**)

Player Inactivity

On the other hand, a player will be considered "**inactive**" if they were last seen **more than 30 days ago**. If they were last seen less than 30 days ago, but have **1 hour or less** of playtime that week, they will still be considered **inactive**.

When a player goes **inactive**, their warp will continue to be there for an additional **~10 days**, after which it will be removed. The only exception are **Shop Warps**, which will only be removed when they run out of stock.

The same rule applies for **Towns** - if a member of the town goes inactive and causes the town population to drop below the requirement, the town will lose its status after **~10 days**. If the **Mayor** of the town goes inactive, the town will also lose its status after **~10 days**.

STAFF

*The role of staff, first and foremost, would be to provide **you, the player**, with a community environment you'd feel safe playing in, and enjoy engaging with. That is the fundamental premise upon which our staff team and server is founded upon, and also the reason behind every one of our decisions, punishments and judgment calls.*

*Because of this, you are welcome to challenge our decisions, both through the council as well as through tickets on our Discord! We recognise that we as staff are human, and may not always make the right decision - as such, we have implemented the **Player Council** to both act as a check & balance to us, and a player-run entity to evaluate suggestions and hold events.*

The Role

The role of the staff team is to **protect** players on the server from **toxicity, unfair advantage** as well as any and all threats to our community. These threats have been identified under our  [Oakheart Rules.pdf](#) document.

However, Staff themselves are vulnerable to abuse of power and may even **hurt** player experience while carrying out our roles. To combat this, we have put in place some **standards** that you, as a player, may hold staff members to:

Staff Standards

- **Rules** | Staff members are subject to server rules, the same way a regular player would be. However, two special privileges apply as per below.
- **Disallowed Mods** | While staff members aren't allowed to x-ray, they will be allowed to have an x-ray texture pack installed in order to help catch xrayers.
- **Languages** | If a staff member recognises a language in chat that isn't English, that they also understand, they are allowed to use that language to instruct the offending player to switch to English, or use DM's.
- **Friendliness** | All staff members are expected to answer questions in chat and generally be active in helping other players when they can.
- **Inactivity** | Staff members must be one of the most active players, in order to effectively moderate our community!
- **Abuse** | Staff members must never use staff powers for personal gain in any way, shape or form.
- **Privacy** | Staff members will not disclose punishments to the general playerbase, in order to protect that specific player's reputation and prevent them from being harassed.
- **Secrecy** | Staff members will not disclose any information about server updates or future added content on Oakheart, without permission to do so.

If you feel like a staff member has broken one or more of these guidelines, please feel free to report them through a **ticket**, or through DM's to a **higher member of staff**!

COUNCIL

The role of the **Council** is to be involved in the server's direction, future additions, events and the most important of all; as a check on the activity and performance of our staff members. Below, the different roles/responsibilities are explained further:

Responsibilities

- **Host Events** | Once a month, the Council is responsible for hosting a player event! Read more about Events under the **Events** page.
- **Suggestions** | When suggestions reach a certain level of popularity, the Council will debate the practicality, as well as the pro's & con's of the suggestion in question - and decide whether or not it should be implemented.
- **Evaluation** | Council members can also raise a motion to discuss any and all issues they may have come across in the server, be it problematic players, drama, server performance, etc.
- **Recruitment** | When a seat is available in the Council, Councilors will decide on the best candidate out of all of the nominated players, and from there choose their top 5 players to be elected upon by the general playerbase.
- **Secret Content** | The Council will receive advance information about future server plans, and have a say in them.
- **Staff Scrutiny** | The council is to act as a check & balance of the Staff activity and performance. What this means is, the Council will be allowed to question and evaluate Staff members in meetings for their decisions. Check the **Staff Scrutiny** section for more information!

Like staff members, **council members** are representatives of our community and are expected to follow all the rules of the community, and be friendly/helpful in chat if possible. As such, they are held to some of the same standards Staff members are, but not all:

Standards

- **Rules** | Council members are also subject to all server rules, like a regular player. However, one exception exists as per below.
- **Languages** | If a council member recognises a language in chat that isn't English, that they also understand, they are allowed to use that language to instruct the offending player to switch to English, or use DM's.
- **Friendliness** | All council members are expected to answer questions in chat and generally be active in helping other players when they can.
- **Activity** | Council members must be one of the most active players, in order to effectively moderate our community! They must also attend all council meetings, to the best of their ability.
- **Secrecy** | Council members will not disclose any information about server updates or future added content on Oakheart, without permission to do so.

As a player, you may also file a **complaint**, the same way you would with staff, if you feel a council member has not met one or more of these standards! Please feel free to report them through a **ticket**, or discuss this with **other Council members**!

Meetings

The Council must meet once every two weeks, at the official server warp **/castle**, to discuss matters relating to the **responsibilities** listed above. Meetings will generally be held with at least one staff member present, and it is compulsory for all Council members to attend; although absence can be excused with good reason.

Impromptu meetings can also be held if more than **50%** of Council members vote for it, and a staff member is available to officiate it!

Events

Every month, the Council will hold one player-run event which will be completely planned, organised, advertised and hosted by members of the Council, with some limited assistance by staff members.

Logistics

The following are details of the event that the Council must independently provide and/or come up with:

- **Venue** | The location of the event. This could be a town, a warp or a random spot in the wilderness, depending on the event.
- **Facility** | The builds required for the event. Perhaps a PVP Arena, an ice rink, etc. This must be built by players.
- **Activities** | What will actually happen on the day of the event?

Staff will contribute in the form of a **prize fund** or any other rewards that are within reason, such as custom items or artifacts.

Membership

Application

Before one can apply at all, there must be a vacancy within the Council as there can only be 18 members at any given time. When a vacancy does present itself, however, one must meet the following requirements before they are considered an eligible candidate:

- Must be a **Town Mayor**, own a **warp**, or be considered a “**prominent player**”.
- In the Top 2 rows of any of the **Top Playtime/Top Voter** leaderboards GUI.
- Must be at least [**Footman**] rank.

You may apply via the link below:

[<https://forms.gle/9G8rZm89vA95j5w76>]

Shortlisting

Applicants will be *reviewed & shortlisted* by Council members in the final meeting of every month, based upon the *quality of their application*. The Councilors will then hold a vote for the **Top 5** candidates, who will then be put through for elections.

Elections

Elections will be posted in the final week of the month in the **#notifs** channel, allowing every player on the server to vote for their preferred candidate. The majority voted applicant will then be inducted into the Council as the newest member.

Scrutiny

As a Councilor, one of the key responsibilities is to check and evaluate the performance of our staff members. This is a key way that we as a server can maintain the quality of our moderation and deliver our promise of the best possible community experience to you, the players.

To accomplish this, we have put in place two scrutiny methods that the Council may employ against staff members, players or even fellow council members:

Basic Complaint

When a Council member feels that a staff member has not performed their duty adequately, or that said staff member has acted against the interests of the server, they may file a complaint via the scrutiny ticket system in Discord.

In the next Council meeting, the incident will be discussed and possible action will be taken. During the meeting, the complainant should have at hand the *evidence required*, and the *rules broken* to discuss the complaint.

Major Complaint

In case the offense is too severe in the eyes of higher staff, it will be handled outside the Council meeting. This is a rare, and far more serious alternative where the Council member, High staff and the accused player/staff member will discuss the incident in question.

The content of these discussions will not be publicly shared in any way. Betrayal of this trust could lead to further actions against the leaker. When a decision has been made, it will be announced in the following Council meeting; though details will still remain as private information.