



# Rules

## Server Philosophy & Mindset

### Player Mentality

All players are expected to roleplay with realism, maturity, and a community-first mindset. RP should not be treated as a game to “win”, a place to generate toxicity, cause petty drama or conduct yourself unrealistically.

If your action would reasonably get you injured, arrested, identified, or killed in real life, you should assume the same risk exists here.

Rules are written to guide behavior, not replace common sense.

If an action feels like you are exploiting mechanics, wording, or technical limits instead of roleplaying a believable character, it is likely against the rules even if not explicitly listed.

Staff will rule based on realism, intent, and impact on roleplay, not on loopholes.

### The Reasonable Person Test

When unsure if an action is allowed, ask:

*“Would a reasonable person, acting in good faith, believe this action fits realistic roleplay and fair play?”*

If the answer is **no**, do not do it.

Staff will apply this same test when reviewing situations. This test applies even when no explicit rule exists.

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# Admin & Enforcement

Examples listed here are **Not Limited**

There are various rules in this rulebook that contain explicit **DO's** & **DONT's** to set the standard of what we expect from this server. However, we know roleplay is about the collective experience—not the nit-picky-ness of particular wrongdoings on a scene.

That being said, the reasonable person test will be used in all roleplay scenes and decisions will be determined on the quality of the roleplay as a whole, especially if scenes involve rule breaks.

Weaponizing the rules is not part of our vision.

Respect our staff members, and their decisions. They are volunteers who are passionate about supporting our community. They may issue warnings, punishments and/or make decisions that will sometimes not be in your favor. People make mistakes, so refrain from escalating the situation.

All players are invited to create a punishment appeal via a ticket on our Discord, where different staff members will review any potential mistakes.

## Core Rules

*(What is always forbidden)*

### Discrimination

Any form of hate speech, discrimination, or derogatory remarks targeting another player's race, ethnicity, nationality, religion, gender, or sexual orientation – whether in-character or out-of-character will result in **SEVERE** punishment.

**Example(s):** Using racial slurs in chat or voice, mocking someone's accent or nationality, making homophobic/transphobic comments.

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## Staff Communication



Contacting staff via direct messages and voice calls is **NOT ALLOWED**. Any communication with staff should only be done via tickets, designated text channels or if a staff member has initiated communication with you first.

Excessive pinging, harassment, or demanding immediate responses is **NOT ALLOWED**.

## Erotic RP

Performing sexually explicit roleplay via voice and text RP is **NOT ALLOWED** on the server. You may still flirt/romanticize with other players in character.

## Suicide RP

Intentionally planning to and or killing your own character or helping kill another character due to RP emotions/sentiment. Due to the sensitivity of suicide and its effects on countless people daily, we will **NOT** be permitting this roleplay on the server.

**Example(s):** Jumping off a building due to RP sadness, hanging your own character or shooting yourself in the head, etc.

## Gross RP

Roleplay that involves excessive, disturbing, or offensive content that goes beyond acceptable limits is **NOT PERMITTED** on the server.

**Example(s):** Lethal dismemberment roleplay, urination/defecation roleplay.

## Torture RP

Inflicting pain or prolonged suffering on another character. **Allowed ONLY with clear player consent from the receiving party.**

**Example(s):** Non-lethal physical mutilation/dismemberment, mock executions, burning someone.

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## Ban Evading

Attempting to access the server while serving a ban. Will result in a **permanent ban** across all accounts.

## Obstructing Server Operations

Intentionally interfering with staff duties, community events, or server stability.

**Example(s):** Spamming reports, trolling interviews, obstructing staff during investigations, DDOS attacks, etc.

\* Directly affecting server stability (i.e. DDOS attacks) will result in an immediate permanent ban and further action will be taken.

## Real World Trading

Exchanging in-game assets for real-world currency, items, or services is **NOT ALLOWED** in this community.

**Example(s):** Selling cars, houses or any other asset for PayPal/Cash-app money.

## Cheating

Using unauthorized third-party software, hacks, or external tools to gain unfair advantage. Will result in an **immediate permanent ban**.

**Example(s):** ESP, aimbot, money hacks, vehicle handling mods, etc.

\* Visual/graphics mods are acceptable, where they do not give players an unfair advantage.

## Poaching & Advertising

Attempting to recruit players, staff, or gangs from this server to another community, or promoting outside servers, communities, or services without staff approval via IC or OOC.

**Example(s):** Posting another community's Discord invite in-city or on our Discord, Trying to lure staff away for another project, Advertising Twitch/YouTube/Discord unrelated to in-city roleplay.

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# Roleplay Mechanics

(How interactions work)

## Character Names

IC Character names must be unique and **must not** reflect real world, fictional pop culture characters, derogatory, vulgar, offensive, or unprofessional names.

**Example(s):** Floyd Mayweather, Tommy Vercetti, Ben Dover, Seymour Butts.

## Metagaming

Using out-of-character (OOC) information to gain an in-character (IC) advantage is **strictly prohibited**.

**Example(s):** Using Discord call info to find a player in-game, using information on the Discord for IC purposes, stream-sniping, etc.

## Mixing

Mixing out-of-character chat into in-character roleplay or vice versa.

**Example(s):** Saying “My Discord crashed” while IC, or using /ooc to give in-character details.

## Random Deathmatch (RDM)

Attacking or killing another player without proper roleplay initiation, clear escalation, reason, or context.

**Example(s):** Shooting someone on sight without roleplay, killing someone complying with demands, etc.

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## Vehicle Deathmatch (VDM)

Using a vehicle as a weapon in an unrealistic or intentional manner to injure/kill players without proper roleplay initiation. **ONLY ACCEPTABLE** as a last-resort, immediate defensive action, and must align with Fear RP and realism.

**Example(s):** Running someone over once/repeatedly, ramming into crowds, etc.

## Non-RP Driving

Operating a vehicle in an unrealistic, reckless, or immersion-breaking manner that does not reflect real-life driving behavior.

**Example(s):** Driving offroad in vehicles not suitable for the terrain (i.e. hyper/sports cars, sedans, coupes, street bikes, etc.), taking ramps and or jumps that would result in lethal injuries/destruction, etc. Acceptable vehicles for off-road use include: SUVs, trucks, off-road vehicles and dirt bikes.

## New Life Rule (NLR)

When your **character dies** (being in a completely flat-on-back animation), you forget all events leading up to your death. You may not return to the scene of your death for at least **1 HOUR**, and you may not seek revenge.

**Example(s):** Returning to reclaim dropped items, calling friends about who killed you, or instantly rejoining the same shootout, etc.

## Value of Life / Fear RP

All players must roleplay as if their character values their life realistically. Failing to do so will result in escalating punishments up to a **FORCED character kill (CK)**.

**Example(s):** Running at multiple gunmen by yourself, trash-talking during a hostage situation, outnumbered 3-to-1 at gunpoint and trying to fistfight, refusing to comply with demands when your life is clearly threatened.

## Combat Logging

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Disconnecting from the server during or immediately after a roleplay situation to avoid consequences. Players should not engage in RolePlay if they cannot stick around for at least 15 minutes after it has concluded.



**Example(s):** Logging out mid-police chase, disconnecting while cuffed, leaving after being shot down, etc.

## Cop Baiting

Purposely trying to get police attention without realistic RP reasoning is **NOT ALLOWED**.

**Example(s):** Doing donuts outside Vespucci PD, yelling insults just to get chased, repeatedly crashing into police vehicles.

## Powergaming

Forcing actions onto other players or performing unrealistic actions that remove the other player's chance to roleplay. **Not allowed** under any circumstances.

**Example(s):** Forcing someone into your car without giving them time to respond. Being RP'ly blindfolded but behaving as if you can see everything. Being handcuffed and opening a car door, etc.

## Pregnancy RP

Roleplaying pregnancy **IS ALLOWED** under certain conditions:

1. Both male and female players must consent to the RP.
2. Both female and male parent must take extra caution with their actions so as to preserve their infant (i.e. No full on sprinting, no engaging in shootouts, no reckless driving).
3. The female character must be pregnant for **no less or more than 1 month**. Every week should be one trimester, with the **4th week encompassing the delivery of the baby**.
4. **Abortion, miscarriage or infanticide RP is NOT ALLOWED under any circumstances and WILL RESULT in a permanent ban**. If you don't feel comfortable with resuming pregnancy RP, please seek out a member of staff via support ticket to void this RP in the most ethical way possible.

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# Hostility Rules

(How to engage in hostile Roleplay)



## Hostile Initiation

Hostile roleplay must have a logical build up and proper initiation—giving the other player(s) a chance to react.

Demands should be clear and show a physical threat to someone's life (i.e. pointing a gun, holding a knife at them, etc). Demands should be clear and direct: "Don't move or I will kill you.", "Give me everything you have and I won't hurt you.", "Be quiet and don't move, when we finish robbing this bank, we will let you go." are examples of good demands.

Running up to players with a gun and yelling "HANDS, HANDS, HANDS!!", "LEAVE OR DIE, LEAVE OR DIE!!", "POCKETS OR DIE, POCKETS OR DIE!!" are examples of **unacceptable, low quality** initiation.

**Hostile Initiation conditions are as follows:**

1. Players **CANNOT** perform hostile initiation in **Safe Areas**.
2. Initiation from vehicles:
  - a. Passengers **CAN** give demands from a vehicle to a pedestrian so long as they are pointing a weapon from the vehicle and they are **at or below 10 MPH**.
  - b. Pedestrians **CAN** give demands to a person in a vehicle so long as the vehicle is stationary.
  - c. Players **CAN** provide demands from one vehicle to another so long as both vehicles are stationary OR both are going less than 30 MPH.
3. Hostile engagements (i.e. gang shootouts) amongst illegal groups are limited to 8v8 players max. All other players not engaged in hostilities from either group **CANNOT** enter hostilities at any time.
4. Any fight in which you knowingly engage with a group that has more than or equal to twice your engagement numbers will be considered a failure to value life. This also applies to legal factions as well.
  - a. **Example(s):** 1v2, 2v4, 4v8 are fights that **SHOULD NOT** be knowingly taken.

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# Safe Areas

(Safe space for non hostile Roleplay to thrive)



Certain areas on the map are categorized as **Safe Areas (SA)**. Inside of these areas, crime cannot be conducted nor can roleplay escalate to the point of hostile roleplay. These areas serve as safe havens for those that wish to avoid hostile RP as well as a gathering space for players to gather information, obtain services, host events or simply hangout.

**Safe Area conditions are as follows:**

1. **Government Buildings** (PD stations, courthouses, city hall, hospitals) are considered **Safe Areas**.
2. **Major/Player-Owned Businesses** (mechanic shops, clubs, restaurants, dealerships) are considered **Safe Areas**.
3. **High Density Areas** (Legion Square + parking, Del Perro pier, Asgard Beach Club, etc) are considered **Safe Areas**.
4. Crime originating **OUTSIDE** of a **Safe Area** can enter it if absolutely necessary (pursuits, gang shootouts, etc) however it is not recommended to preserve the RP at these areas and parties who show repeat behaviors of violating these spaces may face punishment.
5. **NPC shops** (Gas stations, 24/7 shops, liquor stores) are **NOT** considered **Safe Areas**.
6. Crime/Hostile Initiation of any sort **CANNOT** be initiated in **Safe Areas**.

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# Faction Rules

(Boundaries expected to be respected by faction members)



## Legal + Illegal Faction Limits & Interactions

Illegal activities are limited to a set number of participants to maintain server balance, reduce the scale of mass casualty situations and add intimacy to RP situations with smaller population scenarios. Legal factions (LEOs) must also follow activity so as to not overwhelm the criminal experience.

When reading these player limits, it's important to recognise them as including **ALL PLAYERS** engaged either **ACTIVELY** (i.e. shooting, driving, hacking, etc.) or **PASSIVELY** (keeping lookout, setting up traps, driving around, etc) in the activity.

## Illegal Faction Activity Limits

- **Small Jobs (House/Store Robberies):** 4 members max.
- **Vehicle Boosting/Chopping:** 4 members max.
- **Small Heists:** 2-4 members max.
- **Medium Heists:** 4-6 members max.
- **Large Heists:** 6-8 members max.
- **Gang Shootouts (Not in a Gang War):** 8 members max.
- **Drug Zones:** 8 members max per gang, per zone.

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## Illegal Only Interactions

1. Only 2 illegal factions can engage in hostilities in one area. Illegal factions **CANNOT** third-party ongoing hostilities between two other illegal factions (i.e. help in shootouts, gang wars, etc).
2. Illegal factions **ARE ALLOWED** to interfere with another illegal faction's criminal activities **AS LONG AS** the illegal faction is not already interacting with another illegal/legal faction.
3. Gangs **CAN** share drug zones as long as they **DO NOT** go over the set player limits. If hostile interactions ensue in a drug zone, gangs can call the necessary numbers for reinforcements up to the **8 member max** per illegal faction.
4. Illegal factions **CANNOT** claim another illegal faction's HQ turf or raid their HQ if they are not in an approved **Gang War**. Home turf must be returned to the original faction once the war is over.
5. Demands at drug zones can be performed without any build up to hostilities, so long as the receiving party has enough time to respond to the demands.

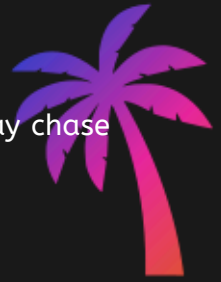
## Illegal vs. Legal Interactions

1. Illegal factions **CANNOT** loot legal factions for their standard-issue equipment (i.e. guns, ammo, cuffs, cameras, etc). They **CAN** however take any illegal items and cash the legal faction member may have on them or recollect their confiscated items (i.e. illegal weapons, contraband, etc) the legal faction member took off of them.
2. LEOs may **NOT** distribute standard-issue equipment to civilians or illegal faction members. Doing so will result in immediate expulsion from the faction and OOC consequences.
3. Gangs **CANNOT** team up against LEOs. If LEOs initiate hostilities in a situation where two or more illegal factions are already engaged in hostilities, the illegal factions can defend themselves or flee, but **NOT** drop their hostilities and focus on the LEOs as a combined force.
4. LEOs are **REQUIRED** to give illegal factions enough time to let their hostilities play out. Primarily when it comes to shootouts, LEOs should permit at least **2 MINUTES** of uninterrupted shooting amongst rivaling illegal groups before engaging with lethal force\*. However, if an LEO were to be targeted at or shot, the timer is null

and void. Whilst waiting for hostilities to cease/timer expiration, LEOs may chase down fleeing perpetrators.

Q. \*This is one of very few times shooting without demands is allowed for the sake of realism.

5. Negotiations between both legal and illegal should be a fair and balanced exchange. For example, one hostage should not just equal one demand, but it also shouldn't be a blank check to demand anything and everything from LEOs.



## Non-Whitelisted Illegal Groups

Without whitelisting, illegal groups can only conduct criminal activities in groups of 6 members max. They are not entitled to an HQ, turf or any assets.

## Whitelisted Illegal Groups

Whitelisted groups are those that have applied for a whitelist and shown significant roleplay within a designated period. They are held to a high standard in regards to fostering a fun and mature RP scene in the criminal side of the server.

Being whitelisted entitles you to certain benefits as well. Whitelisted gangs are entitled to **increased member limits** (up to 15 members), a **designated hideout/HQ**, as well as **custom faction clothing** (must have your own clothing files).

### Conditions for being whitelisted are as follows:

1. You must apply for an illegal faction whitelist on the **Discord**.
2. You must be active for at least **2 WEEKS**, consistently posting examples of your roleplay (i.g. media, pictures, diary updates, etc) in your illegal faction thread.
3. You must maintain consistent, high quality roleplay throughout your time on the server. Failure to do so will result in strikes on your faction and possible disbandment.
4. You must post a faction update once a week to show signs of activity and roleplay. In the event of an extended period of absence on the server or lack of thread updates, whitelisting privileges will be stripped and assets will be removed.

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## Gang Wars



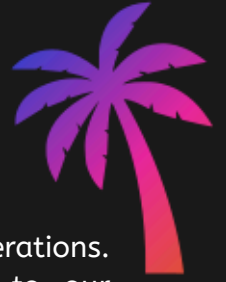
Gang Wars offer unique opportunities for gangs to engage in meaningful conflict roleplay. These are staff-approved wars that require significant roleplay build up that would justify a large-scale conflict. When a Gang War is ongoing, illegal factions are allowed to fight with their **full member count** for up to **72 hours**.

Gang Wars must be agreed upon by both parties. Conditions are established prior to the war starting and must be realistic. Once conditions are set and staff has reviewed the application, a designated war start and end time will be established. At the end of the war, a winner will be declared based on the war terms and conditions.

### Specific Gang War conditions:

1. RP build up necessary for hostile initiation is **LESSENERD** for both illegal factions participating in the Gang War. However, warring gangs should still have proper build up with other factions not involved in their active war.
2. LEOs are allowed to respond with as many numbers as possible to intervene during gang war battles. They still must wait a designated time before using lethal force, however this time is raised from **2 minutes** to **5 minutes**.
3. Wars can **ONLY** occur between the designated start and stop times.
4. If at any time staff feel as if the war is violating the rules and standards of the server, the war will be discontinued with no winner. Faction strikes are still applicable during a Gang War.

# In-Game Purchases and Donations



Purchases and donations are a great way to support server development and operations. We deeply appreciate the generous contributions of all quantities made to our community. From the bottom of our hearts, thank you all! We wouldn't be able to do this without you.

## In-Game Purchases

Unique cars, properties and other assets are available for purchase on our server. Other than unique custom cars and certain MLO homes, all assets are available to be earned in-game through jobs and activities. Certain conditions apply to in-game purchases:

1. **All purchases are final.**
2. If you are not content with your purchase, we will do our best to work with you (within reason) to make sure you get the most out of your contribution.

## Donations

If you don't see any need for any assets but still want to contribute to the server, we graciously accept donations at any time of any amount. We advise members that if you are planning to donate, please do so within reason of your finances. Money is great, but a roof over your head is better.

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