

OUROBOROS SERVER

RULEBOOK/GUIDELINES

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*Start with respect ,the
rest will follow*



Win Or Lose, Do It Fairly



SUBJECTS COVERED BY OUROBOROS SERVER LEGISLATION

GENERAL RULES	Describe the laws that each individual must respect in order not to disrupt the RP experience of other players
ROLEPLAY RULES	Describe the laws that each individual must respect in order not to disrupt the RP experience of other players
POLICE RULES	Describe the rules imposed on the police and enforceable by the police
MAFIA/GANG RULES	Describe the rules imposed on mafia groups/gangs and the scope of feasible actions in each scenario
ZONE RULES	Describe the laws imposed during a visit or presence within a territory considered non-neutral
CITIZEN RULES	Describe the laws covering the interactions permitted by roles towards a person playing a secondary or external role in an ongoing scenario

For more join our Discord:

 **Ouroboros**

You can join our Website:

[HTTPS://OUROBOROSRP.COM/](https://ouroborosrp.com/)

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Coming soon



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NUMBER OF CRIMINALS PER ROBBERY/OFFENSE (PART 2)

	FLEEKA	JEWELRY	BANK	3RD PARTY (OUT WAITING / HELP ESCAPE)
Maximum TIME	40 min	40 min	1 Hour	
Minimum Number of Criminels	2	2	3	0
Maximum Number of Criminels	4	4	4	4



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INTRODUCTION

OUROBOROS is an RP server created following the request of several people in the **Moroccan gaming community**. This server is intended for all communities and people, **regardless of their gender**.

Our goal is clear and our principles are immutable:

- Meet new people
- **bring together different communities,**
- have fun while following the rules put in place to **protect the integrity of the server and the rights of everyone.**



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GENERAL RULES



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"No man is above the law and no man is below it"
President Theodore Roosevelt

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BASIC RULES



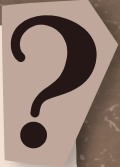
COMMUNICATION

Mics are mandatory,
Communication is essential.
It is highly recommended to initiate conversations before trying to create a scenario especially actions involving aggression or combat, except in special cases (kidnapping, trap)
All players are required to be able to speak arabic (english is optional but recommended)



ASSAULT

attacking with **racist** remarks or **degrading** remarks towards a person, their belief, or **uttering insults towards their family**, is strictly prohibited and punishable by **permanent banishment**.
All types of **harassment** (moral, physical), **sexist** or **misogynistic** comments are prohibited and punishable by **permanent banishment**.
making comments **inciting a person to suicide or wishing their death** in any way is prohibited and will be sentenced to **permanent banishment**



BASIC RULES



SPAM

It is prohibited to spam **OOO** chat or with **/me**, or in **social networks**, adequate sanctions will be applied on a case by case basis.



CHARACTER

Remember that you are playing a character, don't take things personally, don't take your RP conflicts outside of the RP world



LEADERS

The rules applied to leaders are even stricter than for beginner players, for example: experienced players with important characters (gang leader, police chief and others)

They have a **duty to be exemplary** and good conduct, they are also responsible for creating coherent and interesting scenarios for the players around them, and must **guide newcomers**, to support them and teach them the basics of RP .



BASIC RULES



STREAMERS

Streamers will **not have any preferential treatment**, the rules will be applied to everyone, however we inform you that **stream sniping is prohibited** and adequate sanctions will be applied.

It is desirable to **present a positive image** of the server during your appearances on different streams



GLITCH/BUG EXPLOIT

Use of game mechanics (intended or otherwise) to gain an **unfair advantage** is considered **exploiting** (e.g., using known bugs or using game features in inappropriate and unintended ways). Logging out during conflict is prohibited.



BASIC RULES



ADVERTISEMENT

Advertising is prohibited, it is not permitted to publish links or use names intended to attract players to consume or purchase HRP products.



SEXUAL CONTENT

All sexual content is prohibited and the sanction is a **permanent ban**



THE MAIN CHARACTER'S COMPLEX

You are not the hero of the story, you will have your moments of glory and your moments of defeat, **accept them with fair play**.

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ROLEPLAY RULES

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"When you realize you've made a mistake, take
immediate steps to correct it"

Dalai Lama

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ROLEPLAY BASICS



OOO USE

Using OOC is reserved for **help**, OOC interactions should always be minimized, for a better gaming experience.

It is prohibited to transmit information about a current scenario via OOC chat



ROLEPLAY ONCE ROLEPLAY ALWAYS

You must roleplay all possible situations, and not get out of your character, it is forbidden to get out of your character, exceptions are accepted for extremely limited periods (funny or embarrassing situations, and others)
Staying in character contributes to unique and exciting storylines



ROLEPLAY MANDATORY : THE MOST IMPORTANT RULE



FEAR / NO FEAR

All characters must **operate with some level of fear** for their lives. While your characters may not truly die, they must act as if their character is subject to fear due to the possibility of being injured or losing their life. You must take into account all repercussions while your life's on the line, you can't be a hero every time.

the concept is applicable to all roles present in the server, no role gives immunity or a no fear pass, certain roles will be obliged to respect sequences of fear even more than others.

A black line with a red dot, featuring a tag with the letter 'r' and a tag with the letter 'g' at its ends.

r

g

THEORETICAL SITUATIONS OF FEAR BY ROLES



POLICE

- Someone pulls a gun on you first (especially if the police officers are outnumbered in that situation)
- You are faced with a hostage situation
 - Fear increases more and more depending on the number of hostages
 - If a colleague is taken hostage, the level of fear reaches the maximum and the police officers are in a weak position.
 - The level of fear decreases over time if the attackers refuse to let go of a few hostages over the course of the scenario or refuse many attempts at negotiation
 - Freeing a hostage allows the criminal to gain more time and reduces the risk of police intervention
- while you are driving : If you are targeted with a firearm at a short distance (3m or less) or if you are targeted by 3 or more individuals at an average distance (5m - 8m)



GANG/MAFIA

- Someone pulls a gun on you first
- While running :
 - An armed person asks you to stop while pointing a gun at you
 - a police officer asks you to stop while pointing a taser at you and you do not have a firearm in your possession (if you have a gun you are allowed to use it but assume the consequences)
- While you are driving : If you are targeted with a firearm at a short distance (3m or less) or if you are targeted by 3 or more individuals at an average distance (5m - 8m)
- You are cornered by the police and there is no logical or realistic escape available even with a gun in your possession (you need to surrender and fear for your life)

THEORETICAL SITUATIONS OF FEAR BY ROLES (PART 2)



CIVILIAN

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GANG/MAFIA

- **Fear/Respect of Law Enforcement:** You should act as if you respect and have a good fear of Law Enforcement (police). you don't want to get caught or in trouble with the police. You should not usually rob police as this would not happen IRL, and you are not allowed to have any weapon or item that would belong only to the police, you are allowed (if you do rob a cop) to take non police weapons, and ammo, but nothing more
 - Special case : Retrieve ammunitions and consumables in a fight scenario (between your gang and LSPD/Police) is allowed but **you can not take his weapon** .

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POLICE RULES

“evil is powerless if the good are unafraid”
President Ronald Reagan



NUMBER OF COPS PER ROBBERY/OFFENSE (PART 1)

	STORE ROBBERY	CAR BOOSTING	EXCHANGE HOSTAGE
Maximum TIME	30 min	1 Hour	40 min
Minimum Number of Cops	1	1	1
Maximum Number of Cops	2	4	Undefined

NUMBER OF COPS PER ROBBERY/OFFENSE (PART 2)

	FLEEKA	JEWELRY	BANK
Maximum TIME	40 min	40 min	1 Hour
Minimum Number of Cops	3	3	8
Maximum Number of Cops	6	6	10
DETAILS	1-2 moto + helico	1-2 moto + helico	Helico non-negotiable

ADDITIONAL RULES (PART 1)



POLICE



The Red Code system is not allowed



Hostage is always visible (by the door) and it's not allowed to use the hostage to get to the car



For breaching !is allowed if The number of hostages is confirmed by the police and not a single hostage is being watched by a criminal



In case of a car chase after a scenario (fleeka, bank,etc...) : Cops are not allowed to use firearms for the **first car change**

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ADDITIONAL RULES (PART2)



POLICE



If the chase takes <20 mins (not including boosting), cops have the permission to shoot the tires



Boosting : if the delivery is made without losing the cops, assume the consequences



Corrupt police officers are not allowed

ADDITIONAL RULES (PART3)



POLICE



Police : Never shoot first



If a cop kills a criminal, they are obligated to **take them to the emergency room**



While fighting, a cop **is not allowed** to take a downed criminal and **put them on the back of their car in the middle of a gun fight**



Downed criminal: it's not allowed **to check their inventory**, force them to remove their **mask** or put **handcuffs** on them

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ADDITIONAL RULES (PART4)



POLICE



Mask removal exclusively on the LSPD cell



Inventory check by the police is allowed in the event of a crime being caught in the act (except cases of no respect to the traffic lights)



In the case of an attempt to escape by **swimming**, cops are **not allowed to shoot or tase**



A **pit** can be performed after **asking permission** from your supervisor. (**30 seconds minimum between two pits**)

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"Be careful who you call your friends. I'd rather
have four quarters than one hundred pennies"
Al Capone

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MAFIA /GANG RULES

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EXPECTATIONS (VERY IMPORTANT)



Being a gang member, **you have an essential role in the server.**

Criminal organizations within the server are responsible for **maintaining activity and passion in a server**, when you play this role, **you have a duty to be active in criminal activities.**

Criminals have control over the level of activity of a server and especially the intensity of police activities, if you take on this role, **know that the health of the server depends on your level of investment to carry out a maximum scenarios** (robbery, hijacking, hit-and-run, gang war, etc.) and offer server players and streamers **quality content** reflecting a positive and exciting image that **will attract new players.**



F.Y.I:

a boring gang that is afraid to carry out actions due to fear of losing weapons or objects (for a long time), will be monitored by the admins to examine the legitimacy of its presence.

a criminal organization is not an ordinary group, it is a group whose goal is to enrich itself, to have notoriety and power over all areas of the city. To do this, be prepared to face to his incorruptible police.



NUMBER OF CRIMINALS PER ROBBERY/OFFENSE (PART 1)

	STORE ROBBERY	CAR BOOSTING	EXCHANGE HOSTAGE
Maximum TIME	30 min	1 Hour	40 min
Minimum Number of Criminels	1	1	1
Maximum Number of Criminels	2	2	Undefined

- **Number of criminals** : including **3rd party** for these scenarios
- **A 3rd party** : a team of criminals positioned outside the action in progress, whose role is often to help their comrades escape (by waiting for them in secondary vehicles, blocking the road to the police, etc.)

NUMBER OF CRIMINALS PER ROBBERY/OFFENSE (PART 2)

	FLEEKA	JEWELRY	BANK	3RD PARTY (OUT WAITING / HELP ESCAPE)
Maximum TIME	40 min	40 min	1 Hour	
Minimum Number of Criminals	2	2	3	0
Maximum Number of Criminals	4	4	4	4