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## [DARKRP] RULES

By [Coke](#), April 4, 2017 in Discussion

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Posted April 4, 2017 (edited)



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### GENERAL RULES

1. Be respectful to all players out-of-character.
2. Any threats or intent to harm other players in the community or the server will result in a permanent ban.
3. Do not complain about staffing decisions in game or in global chat. Appeals or reports can be made on the forums.
4. In game currency and items (Cash, Printers, C4, Shipments, etc.) may not be sold or traded for real life items, currency or credits. The sale of dupes are excluded.
5. Do not spam anything of any kind.
6. Avoiding punishments by any means is forbidden.
7. A staff member has final say on all rule interpretations including those not explicitly stated in the rules.
8. Anyone caught baiting or encouraging others to violate rules will have an equal or greater punishment to the rule violation.
9. **GOLDEN RULE: USE COMMON SENSE!**

### RP RULES

#### Random Death Match (RDM)

- Players directly harming your life, property and/or freedom may be killed without warning.
- Raids and hits can be completed by killing without warning.
- All other cases require a 10s+ second warning including a clear set of instructions delivered through typed chat and the 10s+ time for validity.
  - It is the full responsibility of the warning originator to ensure all intended targets are aware of the warning outside the vicinity of their base (designated by the raidzone) should they ask in chat.
    - You can grant custom "everyone" warnings on your own leisure, bypassing the public duality to the rule above, but with an obvious risk
    - As for the base vicinity, if you choose to specify targets in your raid zone before warning, others not specified cannot kill you. If you choose not to specify your targets, everyone receiving the warning in your raid zone can kill you.
  - If the target has completed the instructions in full, you may not kill them.
  - The consequence does not have to be detailed, all valid warnings are automatically a threat excluding 10 second demote warnings.
  - Ex: Leave or die you have 10 seconds!
- If the receiving target of a warning and/or inducing action shows hostile intent OR ignorance of the instruction (2 second leisure), such as but not limited to specifically un-holstering a weapon/red baton, escaping, etc. then action can be made instant.
  - Examples of Inducing Actions: Stunsticking, Raping, Mugging, Pimp Slapping, Kidnapping, Tazing, Wanting, Damaging and so on
- The mayor may not be killed during Mayor Grace for any reason. Mayors Grace is voided by the Mayor executing anything RP related beyond what is done automatically (like default laws)
  - You may not camp the mayors office during his grace with the purpose of killing him afterwards.

#### Metagaming

- Your character may not use information beyond its knowledge and beyond its current life. This includes but is not limited to any form of revenge killing, warrant, wanting, or demoting

#### Props and Entities

- Prop/Entity/Door spamming, blocking, climbing, surfing, and minging altogether is not allowed.
- Do not spawn props/move props inside of/on top of other players' property, do not do it during raids, and do not do it during an event

#### Basing and Building

- You may have a clearly visible textscreen building sign to isolate and protect yourself from the RP world provided you do not have any raidables, and you/anyone affiliated are not engaging in role-play. It must be removed when you are finished. Call staff if you are being tampered with to the point where you cannot physically build.
- The maximum amount of fading doors per base is 3.
- Bases cannot force players to crouch, jump, crouch jump or precision walk at any point.
- Fading bridges and sky-bases are not allowed.
- Base entrances as well as the overall inner layout must be absolutely clear and concise. (I.E Mazes, Traps [if non-hostage taker], Puzzles, Hidden Keypads, etc.)
- You may not build anywhere in the vicinity of the main intersection point in front of spawn or the immediate sidewalks directly adjacent the spawn entrances/exits for Danktown / C18
- Building pointless large bases or other RP-restricting structures (i.e pointless things blocking more than 50% of the road/sidewalk) will result in them being removed. Pointless is described as something that adds nothing to the RP value or gameplay ~ some examples being Art, Houses with no purpose, Buildings with no purpose, Minge Builds, etc.
- You cannot trap people or force anyone to pay a toll to exit an obstruction if you are not a hostage taking class.

#### RP Relation

- You are free to protect players, along with their property, that you have an RP relationship with
- You cannot RP Relate yourself to someone after a hostile action has been initiated in order to defend against said action.
- RP Relation via job name must be completed both ways to be valid.
- Ways to be RP related:
  - Job/Class – This takes precedence over all other RP relation. You must also follow all class rules before considering RP relation.
  - Owning the same base – You may only protect those within the vicinity of your base. This also applies to the Hotel and all tenants within, every tenant shares ownership of the Hotel along with the Manager.
  - Organization – An organization can be made for \$50,000 .
  - Hired/Working Together – You must be either hired through F4, or have your job name set as: /job "w/ person OR group name here alone\*"
  - Customer Relationship – Whilst performing your transaction you have RP relation with your customer



### Raiding and Mugging

- You and those RP related with you must wait 10 minutes before performing these actions on the same person and/or base. This does not apply to Police Officers re-raiding bases for illegal infractions or players raiding out of jail by means of escaping.
  - Mugging**
    - Maximum: \$1,000
    - Must grant victims 10 seconds to oblige unless they are actively escaping, in which you can KOS them.
    - Any signs of hostile intent from the victim (including taking out/switching to weaponry) is KOS
    - Your target must be able to have reasonable line of sight of you for the entire duration of the mug meaning uncontested by props or map walls.
    - You may not mug groups.
    - Ex: Drop 1k or die you have 10 seconds.
  - Raiding**
    - You may only occupy a raid for 10 minutes. Once you've completed your raid, you must leave immediately.
    - Dying during a raid, coming back, and re-entering absolutely any part of the raid zone is disallowed as well as attempting to contribute to the success or failure of said raid from outside it via supplying and/or support fire. Defenders neglect this ruling.
    - You must be a raiding class to assist in any form of raid period
      - Destroying entities is not considered raiding
    - Absolutely anyone is KOS in the raid zone (defined as a 5 shoulder-to-shoulder length from any entrance/exit/wall ~ props included). Government jobs have different raid zone guidelines below.
    - Leaving the raid zone at any point during the raid ends your raid participation with the exception of leaving to deal with someone directly related to the base
    - If it is 100% obvious that there are no raidables in a base, you may not raid.
    - You may raid checkpoints.

### Kidnapping

- Ransom cannot exceed 50,000
- Zip-tying or purchasing a hostage classifies it as your own property and they are raidables when left in your base
- Reserved for kidnapping classes:
  - Advertising (PM, Voice, Ad, Yell, and Chat) the sale of hostages a.k.a ransom
  - Trapping of players in their base and/or constructions
- Hitman may grant custom 10 second drop warnings to those carrying their hits
- Zip-tying upon hearing the sound is assault relative to the target it's being aimed towards
- As a hostage, you may KOS the kidnapper, the person owning the props holding you, and anyone related until you successfully escape the facility/building/prop construction
  - If your hostage attempts to clearly escape at all or after struggling out, you may KOS them. If you witness someone attempt to free your hostage they are KOS.

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## CLASS RULES

Every class has their RP relation, ability to raid, ability to mug, and ability to take hostages listed on their descriptions.

### Demotions

Demotions are only for people who fail to satisfy the objectives of a certain job or Cops displaying corrupt behavior. Unique scenarios for demotion may be provided in the class rules below. If a staff member is online, do not demote for server rule violations. Common scenarios for demotion include:

- Government Classes violating custom laws. However, they can be immune to laws and hierarchy whenever they may prohibit them from performing their duties.
- Mayor setting laws that give special treatment to a particular person or group (excluding Government)
- Mayor receiving payment for law changes
- Government Classes receiving bribes of any kind
- Government Classes refusing to enforce the laws
- Government who intentionally allow freedom to prisoners from their cells along with access to their loadout (successful escape)
- Insubordination (Not obeying lawful orders given by leadership jobs which go beyond just the Police job or displaying clear corruption)
  - Classes disguised as leadership jobs may not instruct subordinates or demote insubordinates for incompliance
  - Lawful orders cannot force someone to do corrupt acts**
- Vendor classes refusing to sell

### Government Classes

- In the PD, the Mayor has final say on building defenses. If they waive this right, then it is passed on to the Police Chief.
- The mayor cannot set laws that allow for rule violations or hinder role-play (including any law that restricts building)
- The mayor may not run for the next mayor vote if they have switched jobs mid-term.
- Government are restricted to RP relation with other government personnel.

### Police Specific Rules:

- Police must arrest instead of kill after giving a valid 10 second warning

### Zombies

- Ignore all RDM rules, but cannot kill the Dictator during grace
- Ignore the raid cooldown, but you may not switch jobs to raid the same base within 10 minutes.
- Restricted to RP relation with fellow Zombies
- May not destroy players props who are accompanied by Building Signs
- May not assist Non-Zombie raids (specifically destroying of players props) and vice-versa

### Vendors / Scamming

- Do not scam regardless of whether or not you are a designated Vendor class. "Vendoring" encompasses all trade and transactions, even while not being a vendor job, done via the non-global (PM), (YELL), and (CHAT).
- Instances where staff will NOT convene given the consistent lack of proof and unlikelihood (scamming still not allowed):
  - If you are scammed after free hand gambling with other players on the server without utilizing the gambling machines
  - If you are scammed via transactions not found in non-global chats like (ADVERT)
  - If you are scammed via transactions done in (VOICE)

Staff are also obligated to convene if they can find the proof to convict, like a confession or video proof for all that has been listed except advert.

For specific grey-area scenarios, please check out our FAQ: <https://forum.superiorservers.co/topic/466-darkrp-frequently-asked-questions>

Edited 3 hours ago by sma\$hi  
added rule



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