

Welcome to Reclaim Reality RP !

These are the general server guidelines:

Age Restriction: Only players aged 18 and above may participate. (unless permitted by staff (please open ticket on discordia))

Rule Updates: Rules can be modified at any time. Staff decisions are final in all cases.

Microphone Requirements:

- A working microphone is mandatory.
- Always use push-to-talk. If you need help setting up, ask for assistance in the tech-support channel on Discord.
- Your microphone should provide clear audio, free from disruptive background noise.

Enforcement: Violations of rules will result in corrective actions, as determined by staff discretion.

General Behavior:

- Follow basic courtesy and common sense.
- Avoid behaviors like random or vehicle-based player kills (RDM/VDM).
- Create and roleplay unique, believable characters.
- Respect others and maintain immersion. Breaking immersion can negatively impact the experience for everyone.

Terminology

- **Out of Character (OOC):** Refers to communication or actions not tied to roleplay.
- **Powergaming:** Performing unrealistic or unfair actions to gain an advantage.
- **Random Death Match (RDM):** Killing another player without proper roleplay justification.
- **Vehicle Death Match (VDM):** Using a vehicle to kill another player without a valid roleplay reason.
- **Fail RP:** Not adhering to proper roleplay standards (e.g., not fearing for your life).
- **Metagaming:** Using out-of-character information to influence in-character actions.
- **Combat Logging:** Exiting the server to avoid roleplay or consequences.

Community Rules

- **Stay in Character:**

- Avoid referencing out-of-character concepts like Discord, reports, or being “in your head.”
 - Do not mention your other characters; each character should remain distinct.
 - **No Toxic Behavior:**
 - Don't harass or bully others.
 - Avoid derogatory language, regardless of personal identifiers.
 - Don't escalate situations unrealistically or take in-game conflicts personally.
 - **Respect Twitch ToS:** Ensure all roleplay aligns with Twitch's Terms of Service and Rules of Conduct.
 - **Harassment and Consent:**
 - Sexual harassment is never acceptable.
 - Explicit content requires mutual consent.
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General Guidelines

- **Glitches and Bugs:** Exploiting any bugs will result in a permanent ban with no appeal.
 - **Job Vehicles:** Perform tasks using only the vehicles provided for the job.
 - **Scenes and Interactions:**
 - Avoid inserting yourself into active roleplay scenes unless appropriate.
 - Robberies initiated close to a server restart are deemed invalid.
 - **Vehicles and Equipment:**
 - Helicopters, planes, and body armor require proper roleplay justifications.
 - Civilians must avoid using restricted items unless contextually valid (e.g., bank heists).
 - **Modifications and Fair Play:**
 - Third-party tools providing unfair advantages (e.g. zoom hacks) are prohibited.
 - Staff may require recordings for clarity in disputes, particularly for law enforcement or gang-related scenarios.
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Roleplay Standards

- **Value of Life:**
 - Always prioritize your character's survival.
 - Comply with demands if your life is in danger.
 - Avoid unrealistic actions like charging an armed individual while unarmed.
- **Metagaming:**
 - Avoid using information acquired outside the roleplay environment in character interactions. For example, if you see a streamer reveal a drug location, your character must discover such information organically through in-character interactions.
 - Avoid transferring items or knowledge between your characters.

- **Powergaming:**
 - Maintain realism in roleplay interactions.
 - Avoid actions like using vehicles as weapons offensively or “hit-and-run” robberies.
 - Ensure robberies or aggressive actions have contextual buildup.
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Injuries and Death

- **Realism:** Act according to your character’s injuries. Avoid speaking if it’s unrealistic for your character’s condition. (For example, if you fell off your bike, you can still talk—that’s fine. However, if you’ve been shot in the head, you cannot speak.)
 - **Memory Loss:** If revived without medical assistance, your character should not recall the events leading to their death. (For information about who attacked you or details of a car crash as an example, your character should ask EMS staff or other civilians in the city instead of knowing it automatically.)
 - **Cooldown Period:** Refrain from re-engaging with individuals or groups involved in your character’s death for 25 minutes.
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Specialized Roles

Law Enforcement:

- Officers must adhere to realistic roleplay guidelines, including proper use of force and following standard operating procedures.
- the number of police vehicles allowed in specific scenarios is capped to ensure balanced gameplay:
- Standard Car Chase: A maximum of 3 police vehicles can pursue a single suspect vehicle.
- Bank Heists: Up to 4 police units may respond to a bank robbery scenario, depending on the number of criminals involved.
- Gang Wars: The number of police vehicles can scale but is typically limited to 6 units, balancing against the size of the criminal group.
- In criminal vs. police situations, the overall ratio can vary based on server rules, but a common standard is 2 police officers for every 1 criminal in high-stakes scenarios to maintain fair and enjoyable interactions.

Firefighters:

- **Emergency Response:**
 - Firefighters must respond promptly to fire alarms, vehicle accidents, and other emergencies involving fires or hazardous materials.
 - Prioritize life safety, fire suppression, and property preservation in all scenarios.
- **Vehicle Caps:**
 - A maximum of **3 fire trucks** and **2 support vehicles** may be deployed per scene unless additional units are approved by the incident commander.
 - Ensure vehicle usage aligns with the scale of the incident for balanced gameplay.
- **Coordination with EMS and Law Enforcement:**
 - Firefighters must wait for police to secure potentially unsafe scenes (e.g., active shooter areas) before entering.
 - Collaborate with EMS to provide basic medical care and assist in search-and-rescue operations.
- **Chain of Command:**
 - Follow the instructions of the highest-ranking firefighter on scene.
 - Maintain professionalism and role consistency during incidents.
- **Realistic Roleplay:**
 - Avoid unrealistic heroics or actions that would endanger the character without justification.
 - Use only in-game fire department tools and vehicles for official duties.

EMS:

- Medical staff guide treatment roleplay. Their discretion over medical actions is final.
 - Our AI medical system is capable of fully diagnosing your character's health, providing formal diagnoses, follow-up treatments, and prescribing necessary medications.
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Business Rules

- **Ownership & Operations:**
 - Formal Business ownership must be approved by dedicated server staff.
 - Businesses must operate realistically with in-game rules.
- **Employees:**
 - Employees must roleplay their duties appropriately and professionally.
- **Interactions:**
 - Work with law enforcement or EMS if needed (e.g., robberies or accidents).
 - Follow all legal guidelines unless running an illegal business.
- **Business Closure:**
 - If closing a business, roleplay the process (e.g., selling, notifying employees).
- **Advertising:**
 - Advertise and promote your business without spamming.

Disclaimer: If you are off duty, you only need to follow standard civilian rules, not business rules. However, your character's job may be affected if they are caught committing a crime, especially if they hold a position that requires a license, such as government roles, real estate, or other licensed professions.

Gangs:

- Gang activities should follow roleplay realism, including maintaining character consistency.
 - Gang leaders are responsible for setting and enforcing internal gang rules.
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Court and Legal Proceedings

- Court roleplay prioritizes storytelling over strict legal realism.
- Unreasonable or excessively high monetary lawsuits are not allowed. To maintain balance and fairness, the following caps are in place for monetary claims:
- Personal Injury Claims:
 - Maximum of \$1,000,000, based on the severity of injuries, medical costs, and potential loss of income.
- Property Damage Claims:
 - Capped at the in-game value of the damaged or destroyed property, with a maximum of \$500,000 for vehicles and \$1,000,000 for other high-value property.
- Emotional Distress or Punitive Damages:
 - Capped at \$250,000, unless explicitly approved by server staff with substantial roleplay evidence.

These caps are set to align with the city's economy, ensuring roleplay scenarios stay balanced. Any lawsuits exceeding these limits without prior approval will be considered invalid. All fines can easily be paid off through a day's hard work. Disputes regarding lawsuit amounts will be reviewed by dedicated server staff or the court roleplay team for fairness and compliance.

Final Note: Always maintain a cooperative and immersive environment. Staff reserves the right to interpret and enforce these guidelines as necessary to ensure a positive experience for all players.

Warning & Ban System (3-Strike Rule)

1st Strike - Warning:

- **Minor Violations:**
 - Failure to adhere to basic roleplay rules (e.g., mild metagaming or powergaming).
 - Minor misunderstandings of server mechanics or policies.
 - Small, accidental violations of server rules.
- **Outcome:**
 - A verbal warning issued by staff.
 - Possible education on the rules or corrective action (e.g., roleplay reminders).

2nd Strike - Temporary Ban:

- **Moderate Violations:**
 - Repeated minor violations after receiving a warning.
 - Disrupting gameplay (e.g., trolling, spamming, or causing minor disturbances).
 - Unprofessional behavior in-character (e.g., breaking immersion with excessive unrealistic actions).
 - Minor illegal activities that affect other players' roleplay (e.g., minor theft or disorderly conduct).
- **Outcome:**
 - A temporary ban ranging from **24 hours to 1 week**.
 - A final warning that further violations will result in a permanent ban.

3rd Strike - Permanent Ban:

- **Severe Violations:**
 - Repeated moderate violations after previous warnings or bans.
 - Major disruptions of roleplay (e.g., severe powergaming, exploiting, or intentionally breaking immersion).
 - Major rule-breaking (e.g., RDM, VDM, trolling, or cheating).
 - Engaging in real-world harassment, hate speech, or any actions that break server community guidelines.
 - Committing serious crimes within the roleplay (e.g., mass theft, abuse of server mechanics for personal gain).
- **Outcome:**
 - Permanent ban from the server.
 - Possible appeal process if the player believes the ban was unjust.

Appeal Process:

- Players who feel their ban or warning was unjust can submit an appeal to server staff. Appeals should include a detailed explanation of the situation, any evidence, and a clear statement of intent to follow server rules in the future.
- **Staff Discretion:** Staff have the final decision in all cases, particularly for severe violations.

This system ensures that players are given a fair opportunity to correct minor mistakes while holding them accountable for more serious or repeated offenses.
