Generic Rules

1. Be respectful to other players
2. Hate speech is not tolerated in or out of character
3. Threats of any kind will not be tolerated
4. Doxxing is not allowed
5. In game items or currency may not be sold in exchange for real currency or real items.
6. Baiting someone to break the rules is not allowed
7. Cheating, scripting, or exploiting is not allowed
8. Scamming of any sort is not allowed
9. Advertising of any sort is not allowed
10. Prop climbing/surfing is not allowed
11. Spamming is not allowed
    a. This includes mic spamming
        i. You will be muted if you are mic spamming regardless of intention
    b. This includes chat, including chat sounds
12. Prop abuse is not allowed
13. If a rule isn't listed here and could be considered common sense it can be enforced by staff
14. Staff have final say, however, if you have a problem feel free to contact a higher up on the discord server

RP Rules

Adverting
No actions on SmashedRP require an advert in chat, however, some require a verbal advert as listed below.

- ❖ Raiding - No advert
- ❖ Mugging - Verbal advert or text advert
- ❖ Kidnapping - No advert
- ❖ Warning(s) - Verbal advert or text advert

NLR

While NLR does exist, you may return to the location you died to albeit with no memory of what happened before. You cannot die and return to a place and execute an action based on prior knowledge from a previous life with the exception of defenders returning to a raid.

Raiding
- ❖ You must wait 10 minutes before raiding again and 20 minutes between raiding the same person or group
- ❖ Once you start your raid you have 10 minutes to finish
- ❖ If you die as an attacker you may not return to the raid and continue
- ❖ If you die as a defender you may return to the raid to continue defending
- ❖ When you are being raided you may not activate or deactivate fading doors using keybinds
- ❖ Anyone deemed as interfering with your raid is KOS

Mugging
- ❖ You must wait 10 minutes before mugging again and 20 minutes between mugging the same person
- ❖ Max mug amount is $3500
  - ➢ The mug amount must be an integer between (-1)-3501
- ❖ You must give a clear verbal or text advert that you are mugging them and tell them for what amount
- ❖ You must give 15 seconds for them to react
- ❖ Fleeing or any signs of hostility is KOS
- ❖ When adverting (text or verbal) the player must be able to clearly see you
  - ➢ E.g. they cannot be faced away from you when you advert

Basing
- ❖ You may place a "Building" sign outside your base when building to avoid RP
  - ➢ Your base may not contain **ANY** raidables when the building sign is up. Make sure to put the building sign up before you spawn in your printers!
  - ➢ You must remove the sign once you want to spawn in raidables
- ❖ You may place a "RP Only" sign outside your base if you do not have any raidables and wish to not be raided.
- ❖ KOS signs are not needed to KOS someone attempting to enter your base through forceful means or if they are inside.
  - ➢ Furthermore, KOS signs cannot indicate KOS anywhere except inside of your base. This includes the sidewalk.
- ❖ Prop blocking any entrances or exits is not allowed under any circumstances
- ❖ All props must be built inside of the map walls of the building
  - ➢ This means all bases need to be inside a building. No sky or roof bases.
- ❖ Maze, puzzle, blackout, or crouch bases are not allowed
  - ➢ You must never have to crouch in a base to get to raidables
- ❖ You may only own one building at a time unless megabasing

- ❖ Entrance to a base must be clear
  - ➢ Keypads may not be hidden and can only open one fading door
- ❖ The max amount of fading doors is 3
  - ➢ This includes non-essential fading doors such as the fading doors on a printer case
- ❖ Killboxes and are not allowed
  - ➢ Attackers must have clear line of sight of the defenders through any defenses
- ❖ Shooting through one ways is not allowed
- ❖ Props and raidables cannot be placed underwater

Civil Protection Basing

- ❖ All regular basing rules apply to CP as do the ones listed here
- ❖ Only the mayor may place props
- ❖ All props must be in the mayor's office or in the conference room adjacent to their office

Megabasing

Megabasing on SmashedRP is different from most servers. A megabase functions more as a territory than a base.

- ❖ You must have at least 6 people in a group to megabase
- ❖ You can only megabase in the industrial, suburbs, and hood territories
- ❖ Props cannot be placed on the road but can be placed on the sidewalk
- ❖ You or members of your group must own all doors in the territory
- ❖ You can create rules for your megabase or "territory". These rules must be displayed clearly on all entrances to a megabase using a text screen and can be KOS.
  - ➢ These rules can include
    - ■ No guns out - CP are excluded
    - ■ No raiding tools out

Kidnapping - RULES NOT ACTIVE

- ❖ You must wait 30 minutes before kidnapping again and 60 minutes between kidnapping the same person
- ❖ You can only hold one kidnapped person at a time
- ❖ You can only hold someone for 15 minutes
- ❖ LTAK (Leave to avoid kidnap) is punishable
  - ➢ However, if the kidnappers fail to let you go after the max of 15 minutes you may leave the server and rejoin if necessary. It is suggested to call staff for help first.

Job Specific Rules

Civil Protection (CP)

- ❖ Mayor
  - ➢ The mayor can create laws with /addlaw [Law]
  - ➢ The mayor can remove laws with /removelaw [Law#]
  - ➢ Jaywalking laws are not allowed
  - ➢ Your laws may be removed by staff if they are deemed to be breaking the rules
- ❖ Police
  - ➢