


CH-03	Discord Server Rules	Original Issue
<p>DEFINITIONS: Provided per CH-08.</p> <hr/> <p>SERVER RULES: These rules are an integral portion of the Charter and are binding to all users in our public channels, regardless of their guild/clan affiliation.</p> <ul style="list-style-type: none"> i) Just Be Nice: Bullying, harassment, and toxicity will not be tolerated. Follow the golden rule: "Do to others only what you would have them do to you." There's something of value in everyone, and we want them to offer it as an attraction to our server. All are welcome in our public spaces, as long as they follow the rules. Criticism/negativity is allowed, but it should be motivated by the desire to help someone improve, instead of satisfying an instinct for gossip, even if such negative commentary is true or correct. ii) Forbidden topics: Written discussion of politics or religion is not allowed. The server was created to bond over our shared love of Age of Empires and all the technical problem-solving that goes with it. It is not a platform for attempting to persuade others of political/religious opinions, and trying to do so is unfair to the Age of Empires content creators who have worked hard to expand this community's reach and impact. iii) No Vulgarity: Content that is considered "Not Safe for Work (NSFW)" is also a forbidden topic, but since it can be significantly more damaging to the guild's reputation and the long-term memory of its members, the consequences are much more severe, and could even result in an immediate lifetime ban. This includes the imagery of a user's discord profile avatar, as well as their name. Being unsure if something is appropriate most likely means that it isn't worth the risk. Excessive swearing and profanity are also prohibited. iv) Excessive Pinging: Most users do not have the authority to send a notification to @everyone or most roles. Nevertheless, individuals should be mindful of the number of notifications they send to other server users, even when only targeting one person. Moderators will weigh the magnitude of the disturbance against the importance and urgency of the message, and may respond at their discretion. It is inappropriate to tell @everyone or @here that one is looking-to-play a game -- these pings are reserved for important announcements only. v) Relevance: Channel topics are created to help the Alchemy community quickly find the conversations that interest them. Users are expected to do their part to help keep the server organized by commenting in the channels best fitting what they want to say. vi) Lawkeeping: Do not encourage others to break the law. This is a broad topic stretching from game piracy, to the Alchemy server rules. Respect the decisions of admins/moderators. Appeals should be sent privately through direct message, to minimize public drama. vii) English Only: We are an English-speaking server. When everyone speaks English we can enforce the rules. 		
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Authentication:

TechChariot#4776

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Prepared

Date

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Revision	Description	Change Document	Date
Original Issue	-----	-----	XX/XX/XX

