***Introduction***

Welcome to Ozzygaming’s Altis Life server! Please find below a list of server rules (and some clarification of the law). If you are new to Altis life it is important to realise that there are two types of rules. There are server rules, and the law. Breaking server rules will be punished by the admins, and may result in you being kicked, or banned. Breaking the law is part of the fun of Altis life, and doing so will only get you in trouble with the police, and will result in fines and jail time. However, there are some exceptions to these categories, and some things may be illegal (against the law) the first few times you do them, but can escalate to being against server rules if they are repeatedly done. (This is explained with specific examples when needed)

***Server Rules***

The sections below outline the rules of the server, breaking these gets you in trouble with the admins, generally starting with a warning, escalating to a ban. Breaking some rules will escalate you straight to a ban. (Based on severity of the rule broken)

**THE ROLEPLAY RULE**  
 It is important to remember that Altis life is a game mode focused around role-play, and as such, you must attempt to role-play at all times. This is the founding for many of the rules that follow, but when playing you should always keep this in mind, think about things such as, if you are restrained in the back of a police vehicle, but still have the option to eject, would you be able to do so in real life? No, as such doing this would be breaking the role-play rule. If another player has said they have taken away your phone and communications devices, contacting people via the in game cellphone or via TeamSpeak for help would be against the role play rule.

**RANDOM DEATH-MATCH**  
 Often referred to as RDM, this rule indicates that you must not murder or attack another player without role-play cause. Declaring a rebellion is still not a reason to kill someone. If you are killed in the crossfire of a shootout, it is not RDM, and if you kill someone to protect another player, it is also not RDM. Remember, you must give other players enough time to react to your demands, or it may still be considered RDM.

**NEW LIFE RULE**  
 Often referred to as NLR, this rule indicates that once you die, you are a new character and would not remember any of your previous life, so all your previous crimes are forgotten, but you may not seek revenge. As such, if you die you may not return to the engagement you were killed in. (The exception to this is police officers, who may return to the engagement 10 minutes after they were killed.) You may not return to the scene of your death until 10 minutes after your death. The NLR does not apply under the following conditions – If you are RDM’d, if you purposefully kill yourself to avoid role-play and finally if you manually respawn via the escape menu.

**SAFEZONES**  
 Safezones are area’s that it is against server rules to Kill, Rob or Harm another player in anyway. If you enter a safezone AFTER entering in an engagement (outside of a safezone), you are not under the protection of the safezone rules. This is to stop people from hiding just outside of safezones in order to start engagements and re-enter once they are in danger, and to allow for role-play engagements to carry over, without sudden abruptions or breaks due to safezones.

These zones include anywhere that is marked on the map with a green overlay, and the following locations.

* Any vehicle spawn (shop or garage)
* Any VIP shop
* And Police HQ

In conjunction to this, all Rebel Outposts are Strict RP Zones, this is simply to remind players to be particular diligent with role-play, as these areas are where many armed players will be.

**GENERAL SERVER RULES**

* No Hacking
* No Cheating
* No Metagaming
* No Abuse (There is role-play and then there is abusing other player, the latter is against server rules)
* No Exploiting

Exploits include

* Exiting jail other than waiting your sentence, paying bail or escaping via helicopter.
* Duping items and/or money
* Using clearly hacked items
* Utilizing a glitch or bug that is advantageous, report it to an admin and leave it alone.

**COMUNICATION RULES**

* No voice in side channel
* Police must ALWAYS be in the police channel on the TeamSpeak server
* Do not join others TeamSpeak channel to meta-game

**VEHICLE RULES**

* Performing RDM in a vehicle (VRDM) still holds you accountable to the RDM rule, there is a difference between a car accident, and aiming to run people over for the fun of it. (As long as you properly role-play, Vehicles can still be used to kill people)
* Similarly, throwing yourself in front of vehicles in an attempt to get compensation or get others in trouble will result in you being punished.
* Ramming vehicles just to cause an explosion is against the rules.
* Do not intentionally ram your vehicle into another as your primary method of disabling it. This is likely to cause an explosion, and as such it you need to make another car stop, you must try all other methods and give plenty of warning before ramming or “Pit maneuvering” another vehicle.
* Getting in vehicles with no desire to steal them for a role-play reason, but simply to “troll” or “grief” the owner is against the rules.
* Stealing a vehicle just to destroy it is against the rules, this is not role-play. If you steal a car either take the stolen car to the chop shop, or use it.
* Shooting a vehicle with the intention of destroying it is against the rules. You may shoot at a vehicle to disable it when it is required, but you are not to repeatedly make effort to completely destroy an enemy vehicle.

**AVIATION RULES**

* Ramming helicopters into anything, including other vehicles or buildings is against the rules, as it runs the risk of causing lots of damage, with little to no role-play reason.
* Flying below 150m over cities. The first few times this is done, it is illegal, but not against server rules as it may have some role-play value. Repeat offenses of this with no evidence of role-play are against server rules, as you run the risk of ramming your helicopter into the city.
* Shooting at helicopters is strongly frowned upon, as disabling a helicopter generally results in destroying it. As such, you must make every effort to contact the pilot and tell them to meet your demands, and only begin shooting at the helicopter when it is essential, and all hopes of communicating with the helicopter have been lost. If a helicopter from the same group that you are already engaged in combat with enters the engagement, you do not need to provide nearly as much warning, as it is expected that the pilot will know what they are flying into, but it is still recommended and good etiquette.
* Stealing helicopters in a “cheap” manor is against server rules, as it is not role-play, and simply causes grief to the owner. If you jump into the pilot seat as the owner is attempting to lock it, it would be regarded as “cheap”. Finding an unlocked helicopter abandoned, or lock picking a helicopter is not against sever rules, but obviously is illegal.

**BOAT RULES** Using the “Push Boat” function to kill another player is NOT role-play and is against server rules. The rules under “VEHICLE RULES” all apply to boats (and SDV’s) as well.

**RULES REGARDING INTERACTION WITH POLICE**

All of the following are regarded as an “obstruction of justice” and as such are illegal the first few times they are performed, but if they are repeatedly performed with a lack of role-play, it is regarded as “trolling” or “griefing” and as such is against server rules.

* Searching police backpacks
* Following police to reveal their location
* Following police to irritate, annoy, harass and prevent them from performing their duties.

***THE LAW***

The following section does not detail the entire law book of Altis, however it does outline and explain some laws that require specific information, or that may not be incredibly clear or obvious. The general approach to legality in Altis life is, if it’s illegal in real life, it probably is in Altis too. The sections below should clarify any issues. Remember, breaking laws gets you in trouble with the police, not the admins. (But also remember that some laws escalate to server rules when repeated, these specific cases are detailed)

**FIREARM LAW’S**  
 Having an un-holstered firearm is not illegal, but is a cause for suspicion. Any unlicensed firearms are illegal, in conjunction with this; any weapons that are listed below are also illegal.

* MX Series
* Katiba Series
* TRG Series
* Mk.20 Series
* Mk.18 Series
* SRR .408
* Any Submachine gun other than the PDW
* Silenced P07 (Police Issue Taser)
* Any Rifle with a caliber of 5.56mm or higher that is not listed above.

All explosives are also illegal.

**VEHICLE LAW’S** Driving a vehicle without the correct license is illegal. There are certain vehicles that are illegal to own or drive. These include

* Police issue vehicles
* Ifrit
* Strider
* Hunter
* Any Rebel skinned vehicle (This includes vehicles such as the camo Orca and camo Offroad)

**ROAD LAW’S** The following is a brief summary of the road laws of Altis

* Drive on the left hand side of the road
* No Reckless driving
* No Speeding  
  Speed limits are as follows  
  WITHIN CITIES  
  Small roads – 50km/h  
   Major roads – 60km/h  
  OUTSIDE CITIES  
   Small roads – 80km/h  
   Major roads – 110km/h

**AVIATION LAW’S** The following is a brief summary of the air laws of Altis

* Reckless flying
* Low flying over cities without the intention to land (Below 150m, remember that the first few times, it is illegal, once it is a repeat offence without role-play, it becomes against server rules due to the crash risk.)
* Landing in locations other than designated air fields, helipads or suitable sports grounds at smaller towns.
* Hovering over cities is reason for suspicion, if you do co-operate with police demands to move on, it is illegal.

**BOAT LAWS** The following is a brief summary of the laws of driving a boat on the waters of Altis

* No reckless driving
* Slow down to 10km/h when driving in sheltered bays.

**SUBSTANCE LAW’S** The following substances are illegal in both their raw, and if available, processed form.

* Cocaine
* Cannabis
* Heroin
* Turtle
* Uranium

**ILLEGAL AREA’S** Any area’s where illegal substances are obtained or processed are regarded as illegal. However, places where these substances are sold are not illegal, but it is illegal to sell substances there.

Rebel outposts and gang hideouts are not illegal, illegal actions performed here are obviously, still illegal.

**LAW’S SURROUNDING REBELS** Having Rebel training and wearing rebel clothing is not illegal, but is reason for suspicion, it is only the commitment of illegal acts that makes being a rebel illegal. Wearing a mask that protects your identity is again not illegal but is reason for suspicion, and you may be requested to remove your mask by a police officer.

***POLICE PROCEDURE***

The following section is not a list of law’s or rules, it simply is a restatement of the server rules that are different for police and those that police should be PARTICULARLY aware of (playing as a police officer does NOT exempt you from ANY server rules). This section also explains the police procedures. Not following police procedure as a police officer will result in you being removed from the police force.

**THE ROLEPLAY RULE** When playing as a police officer your role-play must be particularly good. You may NOT role-play as a crooked or bad cop, as there are no game mechanics that allow for this to be done fairly. You are playing as a police officer, and as such breaking the law also breaks role-play, which can result in you being punished by admins, remember that you are there to enforce the law that doesn’t mean you can break it. Part of this also means using the correct equipment for the job, driving round in a SWAT Hunter with an assault rifle to do routine traffic checks is not good role-play. Similarly abusing your power is also bad role-play, turning on your lights and sirens just to speed through towns, and other such actions is regarded as very poor role-play. Your actions should never endanger the life of a civilian, if you are told that a hostage will be shot if you enter a building, don’t enter the building!

**NEW LIFE RULE** The new life rule also applies to police officers, however, due to the often limited number of police officers, police ARE allowed to re-enter the engagement they died in, but must wait 10 minutes first.

**COMUNICATION RULE** Remember, you must always be in the cop channel on TeamSpeak

**CHAIN OF COMMAND** The following is a list of ranks within the police force; always listen to your senior officers (Unless what they are telling you to do breaks any server rules, in this case, report it to an admin immediately.)

1. Commissioner
2. Head Chief
3. Chief
4. Deputy Chief
5. Inspector
6. Captain
7. Lieutenant
8. Sergeant (Senior, Junior)
9. Constable
10. Cadet

**POLICE GENERAL DUTY**  
 As an officer when there are no more emergent issues to attend to it is your duty to patrol the four major cities and the roads of Altis. This includes things like impounding abandoned vehicles and performing license checks where needed. Before impounding a legal vehicle you should make an effort to contact its owner. If you are unsure of what you should be doing, talk to a more senior officer for direction.

**ARRESTING AND TICKETING** When a civilian has broken the law, it is an officer’s job to provide them with a ticket, and/or send them to jail if it is required. If a civilian refuse to pay a fine, you may send them to jail, but it is required that you give them at least 3 chances to pay the fine. The punishments are all listed on the forums, and also conveniently found in the “Channel Description” of the police channels on the OzzyGaming TeamSpeak. If you are found charging civilians with wrong fines or incorrect jail sentences, you will be removed from the police force.

**LEVEL OF FORCE** As an officer of the law, it is your duty to preserve life at all costs, as such you should ONLY use lethal force when your life, another officer’s or a civilian’s life is at risk, or when you have authorized clearance from a senior officer. (This will usually be granted when civilian life is at risk). As such for most duties your Taser, or a Taser rifle is adequate, but even this should not be discharged lightly, only when a civilian is non-compliant.

**ENTERING ILLEGAL AREA’S** As an officer you may not enter an illegal area without an organized raid, or unless chasing criminal that you are in pursuit of enters the area, and at that point, you should call for backup.

Remember that drug dealers are not illegal areas, so you may enter them without a raid so as to question the drug dealer. If drugs are being sold, call for backup and attempt to restrain the criminals.

Similarly, gang areas are not illegal areas, so you may enter without a raid, but if anything illegal is happening, call for backup.

**RAIDS** As mentioned earlier you may not enter an illegal area without a raid. A raid is an organized infiltration of an illegal area that is under high suspicion and must contain at least four officers one of which must hold the rank of sergeant or higher. (Alternatively a raid can be organized with less officers, but only under the guidance of a very high ranking officer, Chief or above). All civilians in an area being raided must be restrained and searched, and appropriate action taken based upon what is found. Once the raid is finished, all officers must leave the area. If an officer dies during a raid, the new life rule still applies, and they may not rejoin the engagement for 10 minutes.

**CHECKPOINTS**  
 Officers may man the permanent checkpoints located around Altis in order to perform checks on civilians and monitor civilian presence and location. In conjunction with this temporary checkpoints may be set up. A temporary checkpoint must have a minimum of 3 officers with 2 cars, and operates the same as a permanent checkpoint, in the sense that vehicles may be pulled over. A civilian DOES have the right to refuse a vehicle search at a checkpoint, and unless you have prior information that makes them suspicious, you must grant them this freedom and let them through.

**REMOVING REBEL PRESENCE FROM A CITY** If a group of rebels has chosen to take over a city it is the police forces duty to attempt to lift this presence. If an attempt at stopping the rebel takeover fails, the rebel group effectively “owns” that city for the next 20 minutes, and no officer must go near or enter the city. If possible an admin should be notified of this takeover, so that a server wide message can be displayed.

**THE FEDERAL RESERVE** The Federal Reserve is government property and as such is illegal for civilians to enter (This is regarded as trespassing). The police may ask helicopters flying near the reserve to leave, if they do not comply, further action CAN be taken. If the reserve is being robbed, it is the duty of all officers to attempt to assist in the situation. A robbery of the reserve does not grant instant escalation to lethal force. If the reserve is under constant threat, the police may contract a group to defend it for a period of time.

**CRISIS NEGOTATION** If any other crises not described above occur, it is the duty of the highest ranking officer online to produce and lead a management plan to resolve it.

***MEDIC PROCEDURE***

As a medic it is your duty to provide medical treatment and emergency response to medical crises throughout Altis. You are not a police officer and do not have the right to make fines or arrests, but can assist in police procedures through medical assistance. When playing as a medic you must NOT break the law, as this is very poor role-play. You may carry a small firearm as a method of self-defense, but it should be stowed away in your vehicle or backpack at all times unless it is needed to protect your life. You may not deny civilians of medical treatment despite their criminal status; however you may report their location to the police. The exception to this is if a senior officer (Senior Sergeant or above) has told you to not provide medical attention to specific persons.

***Conclusion***

Whilst this set of rules might seem long and confronting, it is important that you read over it whilst you play, consider printing off a copy to have with you when playing, just to make sure you don’t get in trouble. You are not expected to memorize these rules. In general, as long as you role-play well and check back to the rules for specifics, you will be absolutely fine. Feel free to contact a member of staff with any questions. We hope you enjoy your time on OzzyGaming ☺