Gameplay Rules

> **Gameplay Rules can be complicated/overwhelming, Server Staff are here to help. If you are unsure feel free to ask or open a support ticket.**
>
> **Most of the Server Rules are just spelled out common sense, players usually get the hang of them very quickly.**

Unfair Advantages

1. Using hacked clients or cheats is strictly prohibited.
2. Making changes to the Modpack is not allowed. Never add / remove mods or other resources to/from the Modpack without explicit permission from the Server Owner. Players who have modified the modpack can be banned permanently depending on the context.
3. Client-sided glitches, or other bugs/advantages that occur as a result of updating the Modpack, or due to how the modpack runs on your system, are classified as Exploits, and must always be reported.
4. Using shaders, F3+A, or reloading chunks to locate entities or caves is prohibited.
5. Vanilla mechanics/exploits for cave-finding are use-at-your-own-risk, but using them to locate entities is strictly forbidden.
6. Exploiting in-game features in ways that were clearly not intended, for personal benefit is not allowed. Malicious abuse of bugs or exploits will always result in an immediate permanent ban. Depending on context, everyone who we suspect took part in this abuse would be banned as well.
    1. We note and do not punish mistaking bugs for features since Bugs can be common in a Hybrid Server (Mods with Plugins) within reasonable context. As a rule of thumb, there are no features that duplicate items/money, give you access to OP commands/items/areas, or make you unreasonably strong.
    2. We are not required to present concrete evidence to prove your (or your partners) wrongdoing.
    3. For you and your friends sake, don't be a fool. We take extensive measures to detect and find bugs, and if you abuse, we will find you as well.

> Reporting Bugs for us to fix will always result in a reward to the player given in accordance with how serious it is. Bug reporting rewards vary from in-game currency to items, depending on the state of the game, appropriate context, and personal request. (In this exact order of importance.)

Rule of Context

The “**Rule of Context**” refers to how we make judgements and punishments on players.

The server, by nature, is extremely complex, with both external and internal issues. As a result, it is impossible to enforce uniform rules on everyone, ignoring the context, as this would result in unfair punishments, or “loopholes” where players have de facto broken the rules but since it's not specific, the player goes unpunished. There are many other examples like this.

The Rule of Context means that (some) staff and the Owner may ignore, grant exemptions, or change the rules anytime due to a recent situation.

> The Rules of the Server serve as the guiding principles of the Server, and using common sense, players should make sure to follow them to the best of their abilities. Server Staff, or the Owner of the Server are responsible for making sure that the Server is fair and enjoyable for everyone. If you think a certain situation might apply to the Rule of Context, ask the Server Owner.

> Example of a situation where the “Rule of Context” applies: A player who logs into an enemy faction's base during War. The player claims they were invited previously for peaceful trade before the war was declared (with proof). While the rules may state that Skirmish kills are allowed, the context of a prior invitation could influence the judgment of whether this qualifies the murderer to take the players items.

Mechanic Bans

Some mechanics are restricted/banned in Elysian to preserve and promote a realistic roleplay environment.

1. Hyperways (**Boat Ice Highways**) are **fully banned and cannot be used or built.** This type of infrastructure will be removed by Staff **without** warning or any resource refunds. Legal Alternatives: Trains, Ships, Horses, etc.
2. **Airships** and other floating/flying vehicles are **fully banned and cannot be used or built.** The Owner of these vehicles will receive a warning and order to deconstruct this vehicle ASAP. If they don't, Staff will remove the vehicle **without warning** or any resource refunds. Legal Alternatives: Trains, Ships, Horses, etc.
3. **Resource Generators** (Create & Non-Create contraptions that pull resources out of thin air aka require no core resource input) are **fully banned and cannot be used or built.** The Owner of these contraptions will receive a warning and order to deconstruct this contraption ASAP and Staff will confiscate all resources Generated. If they don't deconstruct, Staff will remove the contraption **without warning** or any resource refunds and the Owner is subject to potential Fines or Temp Bans. Legal Alternative: Going mining.

   > **Examples** of Resource Generators: Vanilla Cobblestone Generator, and Create Iron, Gold etc. Farms.

> **Note:** Contraptions that do not Generate New resources and only rearrange or modify them, are fully allowed. More elaborations in Farm Rules.

4. **Nether -> Overworld Portal Travel** aka shortening the travel distance by travelling through the Nether to reach another point of the Overworld is **fully banned** and shouldn't even be possible (restricted via a Mod). Players who use this method to travel will face potential **Fines and Temp Bans** equivalent to the time/effort they saved by going through the Nether instead. Legal Alternative: Overworld Trains, Ships, Horses, etc.
5. **Villagers must be modified** via mod called "Easy Villagers". This mod allows the storage and use of villagers as blocks. It is required that ALL villagers be stored using the "trading" block to reduce server lag. Similarly, the breeding, curing, and aging of villagers need to be done with the appropriate blocks. **Any villager trading halls not using this system will have their villagers killed!**

> In short, villagers can be picked with "v" or with "shift + right click". These keybinds might conflict so changing them might be necessary. Once picked up, villagers become items that you need to place inside the appropriate blocks. The available villager blocks are: Trader, Breeder, Converter, and Incubator. Check out this page for more information: https://www.curseforge.com/minecraft/mc-mods/easy-villagers
>
> This same mod also brings auto trader, farmer, and iron farm blocks, but they have been disabled**.**
> Villagers that spawn naturally in villages and have not been bothered don't need to be modified.

AFK-ing, AFK Farms and Create

General AFK-ing:

1. AFK (away from keyboard) is NOT allowed. The player is allowed to be “motionless / stand still” but if Staff asks an Anti-AFK question, the player must be able to respond within a reasonable amount of time.
2. In order to not consume server resources, always log off when you don’t intend on playing.

Vanilla (Non-Create) AFK Farms:

3. Iron, gold, and other valuable material farms, including raid and trident farms, are strictly prohibited and will be removed without material compensation. **(Also see Create Rule 13, as it also applies to Vanilla Farms)**
4. Fully automatic farms, which perform actions without any user input, are not allowed.
5. Semi-automatic farms are permitted, but they must require active player input and cannot be made AFK-able using auto clickers.
6. Farms deemed to be capable of crippling the server economy or greatly damage it while just barely dodging the above rules, may be removed.

Create:

> Create is still experimental on the server. It is possible that new rules would be added and changed anytime. If you don’t like any of the Rules feel free to suggest a change.

7. Machines and contraptions are owned by Towns. You cannot use Create if you are not a part of a Towny town. Any contraptions made without a town will be removed with no refund.
8. Currently there are no resource bans on Create Farms. This might change.
9. If you make a slightly larger number of contraptions, they must be stored in a realistic Factory Building or storage. They cannot be left outside on the surface.
10. The Maximum Size of a tunnel bore (drill) is 7*7 blocks.
11. Any sort of Infinite Create XP Farm is not allowed. (Eg; infested stone => Silverfish)
12. **All Contraptions that farm/generate any type of resources without requiring core resource input are not allowed. (For example: Cobblestone Generator -> Iron** or just **Cobblestone Generator -> Cobblestone)**

    > In essence, every automated system must have a **finite or renewable cost.** True “infinite” or **zero-cost generation** is prohibited and fuel doesn't count as a renewable cost.

13. **If you plan on making a factory/contraption of any kind. Open a ticket on Discord for its specifics to be manually approved. If you make a larger number, or high output contraptions without having them be manually checked by Staff first, they might get removed.**

> Any Create / Non-Create Farm that is deemed excessive or a “threat to the economy” can be removed by staff anytime. To avoid this situation, always follow Create rule 13.

Random Deathmatch

1. Random Deathmatch (RDM), the act of attacking another player without valid reason, is strictly prohibited. An example includes attacking someone for entering your town without first outlawing them.
2. You must have a valid reason to kill another player. If caught random killing, you will be required to return any items and may face further punishment.
3. In general, you may kill and take items from a player if they violate any war justification outlined in the war rules. However, you must warn them on their first offense, giving them ample time to stop their actions or leave your territory.
4. After a warning, if the player continues to violate your requests, you may kill them and take their items. (This does not apply to matters of religion—forcing someone to change their faith and killing them for refusal is not allowed outside of war).
5. The same RDM rules apply to the Nether and the End as they do in the Overworld.
6. Harassment, such as punching, pushing, blocking, or baiting players into hitting you, is not allowed.

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> Some Nation Types have different Random Deathmatch rules. See "Nation Types" in the War Rules document.

Jailing Rules

Jailing is a mechanic that allows Players to arrest and jail other players for roleplay-related reasons. Arresting can be done via a cuff item in-game, and jailing can be done in towny jail cells. Reasons for jailing can vary and be set by players.

General Jail and Arrest Rules:

> **Only attempt to jail players if you know what you are doing! False or wrongful jailing can have severe consequences depending on context.**

> **Jailing and Arresting is a complicated process. Always consult the Owner or Server Staff if you are unsure about your reasoning or actions.**

1. Arresting and/or Jailing players for no reason is not allowed.
2. Only representatives of Towns and Nations may **Arrest and Jail (A&J)** players.
3. A&J must be based upon pre-written, lawful rules and laws that have been announced and established within the Town/Nation enforcing them.
4. Arresting can only be done with a player who has either willingly surrendered or has been knocked down via pvp. RDM rules regarding this kind of act are elaborated further down in the document.
5. Jail sentencing must be done via a proper judicary procedure as outlined in Town/Nation rules. If a judicial procedure cannot be initiated within a reasonable timeframe, the player must be released.
6. Towns and Nations must have a proper judicial procedure written down in order to Jail anyone. Arrests can happen without a judicial system, but the vigilante must be released within a reasonable amount of time. Staff may decide what counts as a “Reasonable amount of time” in case of reporting.
7. A Player who has been sentenced to Jail may be forced to give up their items for keeping. These items must be returned once the vigilante's jail time is over; this expectation may not be met if the vigilantee chooses to break out of prison.
8. Breaking out of prison is fully legal as long as it doesn’t violate other Server Rules.
9. Jail Cells must be established via a **Towny Jail Chunk** `/plot set jail`, and **everyone** must be given permission to *switch* and *itemuse*; block break/place is not necessary to grant. A Minecolony claim is not allowed on a jail chunk. General Claim Protection rules still apply unless for jailbreak.
10. Players who assist in a jailbreak automatically **surrender all RDM rights for a reasonable timeframe** and can be killed by Jail protectors anywhere within reason. (Eg: until direct combat happens. Once escaped, a player cannot be chased down later and killed.)

11. Players who attempt to arrest someone also automatically **surrender all RDM rights for a reasonable timeframe** (Eg: until direct combat happens. Once escaped, a player cannot be chased down later and killed.)
12. It also counts as a jailbreak to attempt to free a player who has only been arrested.
13. Server Staff cannot be A&J when handling server affairs.
14. **It is not allowed to disconnect from the Server when *you are at the threat of* or *you have been* arrested/jailed to avoid your fate.** (You are free to disconnect once your *jailing procedure** has been finished. You may leave sooner if your captors are taking *unreasonably* long, this may or may not qualify you to avoid jailing all together, this is the decision of Staff.)
15. The **maximum jailtime** a player can serve for any reason is **1 real-life month** which progresses even if the server or the vigilante is offline.

    > It is difficult to set maximum jailtimes for different types of crimes (murder, border violations, etc.) as this limits roleplay freedom. As a rule of thumb, Server Staff are allowed to determine some punishments as excessive and enforce lower jailtime based on context. (For example: attempting to jail someone for a month for stepping into your Nations borders for 2 seconds will most likely be deemed excessive)

16. **Avoid Jailing New (Inexperienced) players.**

    > New Players are most likely unaware of the Servers jailing process and severity. Only Jail new players if its absolutely necessary and they are aware of the consequences of their actions. Always be understanding of New players as the mechanics of the Server may be overwhelming for them. Staff may excuse new players from being jailed.

**Jailing procedure: The process in which a captor arrests you, sentences and decides your punishment, and escorts and locks you in your prison cell.*

Jail and Arrest RDM Rules:

1. Arresting can only happen if you suspect a Player has broken the law.
2. Arresting can happen anywhere except in server protected areas where PvP is not possible.
3. In an Arrest attempt you must aim to only knock down, and not fully kill the vigilantee. If this happens anyway, no items can be taken from the player unless this was a suicide.
4. A peaceful approach to an arrest must be attempted ahead of forceful arrest. This can be skipped if the vigilante is expected to not oblige or has refused in some other way.

   > Typically most Nations/Towns would first announce an "Arrest Warrant" and an order to surrender to the vigilante via Discord or chat announcements. After a reasonable timeframe this counts as a "peaceful first approach".

Town & Nation Rules

1. Towns and nations must have a clear and defined borders and government structure.
2. Town and country names must be serious, realistic, and original. Real-world names are not allowed.
3. Towns should have a realistic appearance, not resembling faction bases.
4. Towns are required to adhere to architectural styles which are specified within the concurrent age descriptions. (Unless not specified)
5. Nation and Town leaders must be active players, those that don’t have an active figurehead will be removed.
    1. Activity is based on multiple things.
6. For MINECOLONIES, a Towny claim is required on the same area covering most of the Colony plus all members of the Colony must be added to the Town as well and vice versa. Colonies without a Town will get removed.

> Generally, some of these rules are not enforced if a town or nation is new, but they must abide by these rules within a reasonable amount of time.

Stealing & Griefing

1. You are not able to aggressively grief the wilderness.
2. You are not allowed to grief just outside of someone's claim to get around them having a claim.
3. If someone happens to mess up their claims, their chests are in the wilderness. You are free to take the items in the chests. Doing this will give the victim a reason to kill/war goal against the thief.
4. There are no rules against griefing in the end/nether.
5. If someone happens to die and you find their corpse you are not allowed to take their items unless you are at war with them
6. Insiding is not allowed.
7. Spying on enemy Discord servers is permitted. However, using alt accounts to spy in-game, such as joining enemy towns to steal or break things, is strictly prohibited.
8. Scamming counts as stealing.

> Some modded items or storages, cannot be protected with Towny. Both Towny and Minecolonies protection qualifies as a “claim”. As such, taking items or belongings from a claimed area due to a compatibility conflict with claiming is not allowed. (To check whether or not you are in a claim do /towny map or /t here)

Character Rules

1. Players must only have one rp character. Using alternate accounts to bypass this is also prohibited.
2. IC (In Character) refers to discussions in local chat, where players take on the persona of their character. Any IC actions, such as declarations of war or interactions, can affect your character in-game. OOC (Out of character) conversations should not impact in-game

actions or consequences.
3. Roleplay is encouraged but not required, except for official statements.
4. Characters should be realistic and align with the setting.
    1. Avoid using pre-given titles like “Royal” or “King/Queen”. Excessive amounts of these highly esteemed titles won't be allowed. Focus on earning these titles rather than giving it to yourself.
    2. Don't make your character the “main character” give your character realistic traits, avoid situations like: “Weaknesses: None” or similar proportions to its strengths. This rule does not apply if your character is based on your real life self.
    3. No time traveling. Align your skills and characteristics with the Age. For example, no “Railways Expert” in the Stone Age.
5. Players are required to make a Roleplay character before they reach 25 hours of playtime. These characters must be submitted using the correct format in the #character-lore discord channel.

Town and Nation Size limits

1. Friends and Group Invitation
    1. If you are the leader of a group that wants to join the server and invite friends, you must do so in a way that does not influence the balance of the server.
2. Limitations for Towns
    1. In this Age, the maximum rate a Town can increase its residents is 5 people per week. For the maximum size of a town, consult this chart:

Town Age (time since formation)	Maximum Amount of Residents
<1 month	10
1-2 months	15
2-3 months	20
>3 months	25 (Maximum)

> This rule might be ignored/changed, if everyone on the server is increasing their populations in equally proportional numbers due to rapid server population growth.

2. Towns who disobey this, might have some of their members temporarily banned.
3. Town limitations cannot be bypassed by forming multiple smaller towns that answer to the same leader (regardless if this is done de jure or de facto).
4. In certain cases, permitted by the Owner, a town (or group) can have a larger population if the appropriate context is met.

Limitations for Nations and Alliances

> Setting a fixed maximum size for Nations and alliances are difficult, as this might interrupt the natural political dynamics of the server. As a result there are no fixed numbers.However, do not on purpose split your group into separate nations in an effort to bypass the above rule. The server owner is free to decide what Nations or alliances are above the limit for their regional and global context.

Ship Rules

> **Ship Helms cannot be obtained normally (crafted) in-game due to past issues of Players incorrectly placing them and having their base turned into a Ship. If you want to make Ships open a ticket on the Discord.**

1. Ship Construction must be done at a dedicated realistically made port located at a River, or larger body of water within the claimed territory of a Town/Nation. Same goes for the “parking” of the Ships. Low effort ports will be removed
2. As a single individual you cannot build a Ship and must be a Town Mayor. Any ship owned by an individual not belonging to a town will be removed.
3. There is a maximum number of Ships a Town can possess. This is depending on few things:
    1. Amount of Lag. If the Server is lagging due to the number of ships. Some might get removed (and refunded) and new ones won't be allowed to be made temporarily.
    2. Town Population. Towns below a population of 5 cannot make a ship. The number of ships constructable increases proportionally to your population. (EG; 5-10 Residents = 1 ship, 10-15 Residents = 2 Ships, 15-20 Residents = 3 Ships... etc)
    3. Nation Size. A Nation Capital (not Alliance) might choose to combine its members' towns population and store / construct its ships at one place. This would take away the ship building rights of individual towns. The Ships limit per size remains the same as for the Town Population.
4. Damaging or stealing someone else’s Ship(s) is not allowed. In War, enemy ships that are parked in a claimed (Towny/Minecolonies) Port cannot be damaged or stolen. If you want to make sure if a Ship is properly parked or not and can be stolen in wartime ask the Server Owner before risking it.
5. Ships that are not being used for a while, should be parked and disassembled at port, and reassembled when needed to reduce Server Lag. Ships that are entities and haven’t been used for a while, might get removed with no refund. (Tip: This also prevents the Ships from being damaged or stolen even while in a claim.)
6. If a Ship is parked in a claim, using any sort of mechanics (like other Ships) to push the Ship out of the claim is not allowed.
7. All Ships must be realistically made (Flying or Floating Ships are not allowed). Ugly or Low Effort Ships will get removed. Small, but aesthetically good Ships are allowed.
8. No modern Ships. All Ships constructed must be “from or before 17th Century” themed.

Capturesite Rules

1. You cannot claim or own any Capturesites in any way. (Except for the intended “control” mechanic which is started with /t capture).
2. When fighting inside of a Capturesite you must be attackable.
    1. This means you cannot use any glitches or “safe spots” to make yourself immune to attacks.
3. When you enter a Capturesite zone all RDM rules are dismissed and you can kill people for their loot without any prior justification, but you can also be killed in the same way.
    1. Luring or tricking people into going into a Capturesite zone to kill them is not allowed. This especially goes to new players, who might not know how a Capturesite zone works. The warning message when you enter the zone does not count as “prior knowledge of the consequences of entering”.
4. Starting wars over Capturesites are technically allowed, but are highly discouraged.
    1. In a roleplay server, to contribute to community building, find realistic and justified reasons for war. Capturesites serve as a way to encourage friendly competition between Towns. It is not recommended for people who take the game too seriously to partake in Capturesite battles.
5. People are allowed to leave the Capturesites PvP Zone whenever and if they do, the RDM rules apply again. It’s not allowed to chase after them to kill them for their loot.
    1. If you leave during a Capturesite battle, and return later to continue, you automatically lose all RDM rule protection. People that have done this, lose all RDM rule protection for 1 day. (Similar to Skirmishing)
    2. People that accidentally fall outside the border of the PvP Zone but return ASAP don’t lose RDM rule protection. This is contextual and depends on how a person falls outside the zone, how long they take to return, and what they do while outside the zone.
    3. For the best experience, screen record all activities done inside of Capturesites.
6. Capturesite cooldown cannot be bypassed by switching control between allied towns.
    1. Elaboration: Allied Towns who de facto share the same resources are not allowed to prevent other towns from taking over a Capturesite by letting an allied town take control of the Capturesite and as such resetting the attack cooldown.

Pathological lying / Conspiracies

> **This rule is in place due to a former group on the server weaponizing and falsifying external information about another group on the server for political reasons. These rules are commonly broken by players that are factions- and not roleplay orientated.**

1. In a Roleplay environment, political relations must be conducted and established based on information provided by the “fantasy / made up” world of Server. In essence this means facts and theories must be contained, limited and based on internal roleplay affairs, not external. (Eg; Discord is external).
2. Making up and/or falsifying information on a player (conspiracy theories) regarding external relations for personal/political gain is not allowed. However, lies / conspiracies involving roleplay affairs are allowed.

    1. Example of a Roleplay affair: “Did you hear that X player secretly supported Y Nation in the war against ours?”
    2. Example of an External affair: “I think that X player probably reported Y player and that's why they got banned.”
3. Information which has been confirmed as factual by Staff bypasses rules regarding conspiracies and roleplay-based information.
4. Players who commonly break this rule, and/or build political relations based on external lies may be banned depending on the severity of the issue.
5. To encourage a realistic and healthy roleplay environment, always build your relationships based on roleplay-based material.
6. Always practise good sportsmanship in competitive political environments and do not become a “sore loser” if things are not looking great for you.
7. If you suspect a player breaking the server rules, do not start drama, but open a support ticket. Thank you!

> If you want to confirm any external theories, always consult a Moderator or the Owner.

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