

PATRIAM GENERAL POLICIES

GENERAL ETIQUETTE AND BEHAVIOR EXPECTATIONS
WHILE ACCESSING PATRIAM SERVICES

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DOCUMENT REVISION

By the authority of Ryan, Patriam Studios Director, otherwise known as gerber11. This document is recognized as the approved revision of Patriam's General Policies and Etiquette

Revision Approval:

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Executive Approval

Ryan (gerber11)

Ryan, Director

APPEALS

A player's creativity is unique, so it would be impossible to create a generic formula that judges the severity of an infraction. Instead, staff are relied upon to use their best judgement from server documentation, experience, and advice from others when acting upon policy violations.

If a player feels that any action(s) taken or punishment(s) applied to them were unjust, they have a right to appeal by creating a support ticket on our forums with any documentation they can obtain. Valid documentation includes game and chat logs but, more importantly, screenshots.

Provide supporting documentation with any appeal should you feel the staff member went too far, abused their power, had malicious intent or acted in bad faith when responding. Please note this in bold/capitals in the appeal so that Management knows the conflict of interest with the staff member's response.

Should the documentation give reasonable doubt to the staff member's abilities, an Executive Team member will assume the lead over the appeal and judge evidence from both sides. A final verdict from the Executive Team takes precedence over any other rulings. Furthermore, it is only reversible with the approval of one of the owners.

POLICIES

This section will outline the general behaviour that is expected on all platforms in which Patriam actively engages, such as Minecraft servers, Discord, forums, and other social media platforms.

A. GENERAL ETIQUETTE

1.0 Respect

- 1.1 All players should be respected regardless of rank/position in the community, gender, ethnicity, religion, etc.
- 1.2 Bigotry, discrimination, bullying, harassment, stereotyping, harassment, or any targeted hate is strictly prohibited.

2.0 Incitement

- 2.1 Encouraging others to break any policy of Patriam or otherwise attempting to engage other members in a conflict that is not of a suitable magnitude to the server roleplay environment.

3.0 Impersonation

- 3.1 Impersonation is acting and conversing in such a way as to mislead someone to think you are someone other than who you are is prohibited. Doing so will result in harsh punishment.
- 3.2 Impersonating a staff member will result in an immediate and permanent removal from Patriam.

4.0 Message and Media Content

- 4.1 All platforms in which Patriam engages should not contain any content posted or distributed by members of the community, which includes a virus, pornographic, graphic or real-life depictions of violence, or otherwise malicious material in nature.
- 4.2 Breach of this rule will result in permanent removal from Patriam and reports to the respective platform support if necessary.

5.0 Trolling

- 5.1 Trolling is the act of disrupting the chat, making a nuisance out of oneself, deliberately making others uncomfortable, or otherwise attempting to start trouble (see 2.0)

6.0 Toxicity

- 6.1 Acting in such a manner is an outlier to interactions within the community and not positively accepted in mass amounts by the general active community.
- 6.2 An example of such behaviour is engaging in a 'factions playstyle', which would include but is not limited to raiding without roleplay justifiable cause, hunting players down for the sake of it, chat toxicity and belligerency.

7.0 Post Intentions (Spam, Phishing, etc.)

- 7.1 Spam: Repeating messages, emojis, characters, and phrases at an extreme level and which could be considered unreasonable for the situation.
- 7.2 Phishing: Distributing messages, material, or executables (see 4.0) that attempt to obtain information without consent from one's device or user's knowledge.

8.0 Language

- 8.1 Due to staff members' language restrictions, it is impossible to monitor various languages. Thus, ALL chats in which Patriam activity occurs MUST be in English.

9.0 Advertisement

9.1 Advertising of other communities, regardless of platform, is prohibited unless the Executive Team permits it.

9.1.1 Includes adverts for other Minecraft, Discord communities, or gaming communities.

9.1.2 Includes social media accounts and platforms except for authorized members of the *Patriam Creator Program*.

10.0 Punishment Evading

10.1 Engaging in evading punishment through alternate accounts, sharing accounts, compromised systems, or abuse of bugs, glitches, or unknown methods is prohibited and will result in permanent removal from all Patriam services.

11.0 Mini-modding

11.1 Mini-modding attempts to enforce server policy onto other players as if given a staff member's authority.

11.2 Leave issues to staff members to resolve. Submit player reports through the forums or mention a staff member on Discord if needed.

B. NON-MINECRAFT EXPECTATIONS

This section will outline the expectations regarding specific platforms in which Patriam engages. However, this list of policies will not include the procedures outlined in [A](#). General Etiquette will still apply to all platforms outlined in this section.

I. DISCORD

- 1.0 Follow Discord's Terms of Service
- 2.0 Approach Helpers or Moderators when in need of immediate help. Otherwise, submit a support ticket on Discord's forums or questions channel before approaching higher-ranking members such as Administrators.
- 3.0 Usernames should be alphanumeric (Latin characters and numbers [A-Z / 0-9])
- 4.0 Usernames, profile pictures, avatars, banners, custom statuses, and "About Me" should not contain anything inappropriate (see A-4.0) or against Patriam policies (see A-9.0)
- 5.0 The *@Staff Member* role is intentionally made mentionable; use it only in dire need. Abuse of this privilege will result in it being revoked or harsher punishments on the Discord or Patriam services.

II. FORUMS

- 1.0 Posting of obscene, violent, derogatory messages is prohibited.
 - 1.1 Includes A-1.0, A-4.0, and A-9.0 for reference but not strictly within the bounds of.
- 2.0 Usernames should be appropriate for a public Minecraft server.
 - 2.1 Preferably set to Minecraft username.

C. MINECRAFT EXPECTATIONS

This section will outline all expectations of behaviour and etiquette while on the Patriam Minecraft server(s) specifically.

I. GENERAL

- 1.0 The use of 'auto,' 'macro,' or 'cheat' utility/program/client/modification is prohibited.
 - 1.1 An example is *Forge Wurst*, which can be detected and will result in severe punishments.
- 2.0 Asking staff members for in-game items, ranks, commands, nicknames, perks, or otherwise unobtainable things is prohibited.
- 3.0 The use of optional mods is acceptable; however, if it provides an advantage otherwise unavailable to players, it can not be used.
 - 3.1 All mods that players use are logged; if discovered using an advantageous mod, it will result in severe consequences for you and any accomplices involved.
- 4.0 The use of alternative accounts is strongly discouraged.
 - 4.1 Due to the nature of the geopolitical, roleplay, and relations between players, alternative accounts are strongly discouraged.
 - 4.2 If discovered using an alternate account, notes will be made internally for the staff team but will not explicitly warrant punishment.
 - 4.3 Using an alternate account to gain advantage by swaying polls, extra protections, or access to other nations is strictly prohibited.
 - 4.3.1 If such a violation occurs, any actions occurring on the alt will be considered null, void, and rolled back. Plus, any related or relevant activities on the main account will also be rolled back.
 - 4.3.2 Furthermore, the offender will be permanently prohibited from ever using an alternate account on the server.
- 5.0 Griefing unclaimed land in ways such as inappropriate or random signs, lava casts, and littered structures is prohibited.
 - 5.1 This is stressed as the map is quite large; ~55GB standalone and reverting to one of our daily backups or relying on logging features is time-consuming and troublesome.
 - 5.2 Mass or severe infractions could result in harsh consequences.
- 6.0 PvP outside of war is allowed. However, ensure it does not constitute an infraction to A-5.0 or A-6.0
- 7.0 Entity cramming is prohibited as it can cause lag on the server or to nearby players, which provides an unenjoyable gameplay environment.
 - 7.1 Discovery of such situations will result in a culling of the entities without any warning or refund.

8.0 Abusing bugs, glitches, developmental issues/accidents for personal gain or advantage will result in severe consequences.

- 8.1 We emphasize this with the use of mods, which can result in higher possibilities of duplication methods or glitches, providing an advantage.
- 8.2 The discovery of this rule infraction will be met with harsh consequences such as lengthy or permanent removal from Patriam.
- 8.3 Developmental accidents refer to features implemented by the Patriam Staff Team, such as custom boss fights, NPCs and its questing system.
- 8.4 Please report ALL bugs, glitches, or development issues on our support system on the forums with proof, replication method, and any other supporting information.

II. ROLEPLAY

1.0 A-1.0 Caveat: Bigotry, Discrimination, Stereotyping within respects of roleplay

It is acceptable under a few conditions in scenarios where such language is done with non-malicious intent.

- 1.1 All participating players must consent by utilizing local OOC (/looc) that they approve of the upcoming scenario and its contents so that it is recorded in chat logs.

2.0 Character Impersonation

- 2.1 Impersonation of a roleplay character **is permitted** under the expectation that you act on behalf of the user's CHARACTER, not the user itself.

- 2.1.1 This means you can only act within reasonable bounds of the character's abilities and authority.
- 2.1.2 Attempting to go outside such bounds and act as if the user itself will be considered a breach of A-3.0

3.0 Erotica Roleplay (ERP) is strictly prohibited on the server.

- 3.1 Due to our intended age audience and ethical reasons, it is entirely unacceptable to engage in any erotic roleplaying on the server.
- 3.2 Doing so could result in severe warnings and lengthy or even permanent mutes.

4.0 No Meta-Gaming

- 4.1 Meta-gaming is when a player uses real-life knowledge gained outside the roleplay environment, such as global chat, Discord, friends (non-RP), etc., which would not have been otherwise people to obtain.
- 4.2 Using information obtained via meta-gaming could result in actions being declared null and void and unauthorized, then rolled back.
- 4.3 A good rule of thumb is to ask yourself if the word "attempt" fits within the action. Any actions with other players must include the word.
- 4.4 See 6.0 as it is similarly relevant as well.

5.0 No Power-Gaming

- 5.1 Power gaming is when a user declares their action against another player as successful without allowing the other player to respond or act on their prerogative.

6.0 No God-modding

- 6.1 God-modding is dictating the actions of the universe around you, regardless of whether it involves other players. (Plot powers)
 - 6.1.1 Ex 1: "I draw my sword and stab and kill you."
 - 6.1.2 Ex 2: "as I gaze upon you, you become filled with dread and unsettling fear."
- 6.2 Do not disrupt others' roleplay unless you plan to roleplay reasonably with something engaging.
 - 6.2.1 Do not devise poorly thought actions to "justify" interfering.

III. BUILDING

- 1.0 All builds must be realistically built as best as you can and should fit the style and theme of surrounding buildings and the time of the server.
 - 1.1 *Some* floating elements of a build may be acceptable while you are building, but please do your best to put supports if you expect the build process to be long, and they should be removed by (near) completion of the build.
 - 1.2 Any violations of this rule will result in a verbal warning and a consult from Management or the build team on where to improve for it to become compliant. Builds may be removed without a refund if warnings for compliance are ignored.
 - 1.3 All builds must be stationed on the ground in some realistic way. For example, you can have an overhang of a build on the side of a cliff, provided it has some realistic supports.
- 2.0 Lava can ONLY be used for builds such as a blacksmith and similar builds/trades or as an item incineration method.
 - 2.1 Use of lava to world grief, make traps / kill people (PvP or otherwise) is not allowed!
- 3.0 Farms, whether they be animal farms or crop farms, must be realistically built into the environment.
 - 3.1 This means there cannot be some overhanging farm on a cliff.
 - 3.2 Animal farms must be realistic to the density of the population. You can not cram animals in an unrealistic way, such as a 1x1 square.
 - 3.2.1 This may also constitute entity cramming which can cause server performance issues. A time-sensitive warning will be given to fix it, and if it is found to be causing any performance issues, it may just be culled.
- 4.0 Automatic farms or mechanisms are prohibited. This means no using Redstone, hoppers, pistons, etc., for automated tasks.
- 5.0 Towns may have a moat surrounding their town as long as the following has been adhered to: filled with water or some variant of water, starting at roughly the average ground level, up to five (5) blocks wide, and up to five (5) blocks deep.
 - 5.1 Violations of this rule will result in a warning and an order given to correct the violations. Failure to comply could result in a staff warning and the moat filled in. Other punishments may be used or added as well if deemed appropriate/suitable by a Management member.
- 6.0 Overhangs must have at least one support column, beam, or pillar per 8 blocks in any direction.
- 7.0 Underground structures must have at least one support column, beam, or pillar per 16 blocks in any direction.
 - 7.1 Player-made underground structures must not have a roof deeper than ten (10) blocks below the average surface level for the area.
 - 7.2 Existing structures such as caves or otherwise are excluded from **C.III.7.1**. Furthermore, mines are also excluded from **C.III.7.1**
- 8.0 Nation territory indicates where members of a said nation can be founded and, by extension, Minecolonies. There are no protections on this land! All materials, resources, and goods in this unprotected land are fair game for any nation to harvest or take.
- 9.0 The mod Minecolonies is used to protect a small radius of chunks and is considered a protected area/asset. No outside parties are permitted to vandalize or steal from such areas.
 - 9.1 Parties granted access by the colony founder are excluded from this rule as they were explicitly permitted to the area.

- 9.2 The colony protections will be disabled for a specific colony specified as the target of a siege during a war.
- 10.0 The use of any liquids to "waterlog" builds is prohibited.