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CHAPTER I.

- A message from Management.
 - o Hi everyone! Thanks for being part of this community! Please read this document carefully as it will be your guide to the inner and outer workings of the server! We, neil, Silvester / Aether85 and last but not least JayTheCoder and the staff team wishes you a happy stay on the server. If you have any issues you think would be best to share with Management, it is advised to message Silvesteer#0102 or neil#4747 on discord and Aether85, deathlife23 in-game!
- Explaining the focus of the server.
 - o The focus for the server, was to create a community where the main focus is to build and grow your empire whilst maintaining a casual enviroment including a bit of roleplay, for example server management should be referred to whilst RP as the World Authority Council!

CHAPTER II.

- Basic rules & regulations
 - o Do not grief
 - o Do not steal
 - o Do not cheat/dupe
 - o Do not be an asshole
 - o Do not enter the End/Fight the ender dragon
 - o Do not cause havoc/drama
 - o Do not attempt to use loopholes in the rules
 - o Keep messages appropriate, be civil.
 - o Do not speedrun the game.
 - o Do not claimblock other nations
 - o Do not combat-log.

We reserve the right to modify server rules at any time!

- Nation rules & regulations
 - o Nations have to have their territory 300 blocks away or more from spawn
 - o Names of nations (teams) must be fictional
 - o No references to nazism or fascism or recreation of world tragedies (such as the holocaust)
 - o You cannot claimblock other nations.
 - o To claim land, you need to first build/develop on it (examples are infrastructure such as houses, buildings, shops etc.) and have an active population. If you think about it, building a wall is claiming something that doesn't exist and that doesn't make sense

1. Types of nations

Fully-recognized nation (FRN)

Fully recognized nations are the main superpowers of the server. To be recognized as one, your nation must tick all the boxes in the following list:

- ✓ Have at least 5 very active or 10 semi-active players minimum
- ✓ Have an army of at least 5 people who are ready, properly armed and skilled to defend their homeland
- ✓ Have infrastructure such as: Public housing, plumbing, transportation, access to clean water and food, basic human rights,
- ✓ Wealth and military power
- ✓ Have a nicely built main city/any kind of headquarters for your nation (Keep it mildly realistic please - No need to copy a military base but do not build your base inside a 3D minion art
- ✓ Have a name and a flag for your country
- ✓ Have a political ideology of your choice

Non-recognized nation (NRN)

Non-recognized nations are basically considered small tribes of people. You are free to do whatever you want (note that you're not exempt from the server rules) but don't start wars as a very small unrecognized nation made up of 2-3 of your friends. Try and claim new land, explore and make your way towards building a glorious empire... or you can just stay as an unrecognized nomad tribe if you wish to

• War rules & regulations

- o Do not start unnecessary conflicts with other
- o The aim of the server is to bring people together, not just create 1,000 small nations then start pointless wars.
- o Before starting wars with other countries you must come up with a lightly roleplayed battle plan, information about how the battle will be executed and why you are starting said war in the first place.
- o All wars must start with a declaration of war (from both sides) and a peacetime period of 24-48 hours of which will be dedicated to getting ready for the war.
- o A war must be fair (aka: both have the same or similar gear, so that a fair war can at least be made)

- o A war, before being declared, must have a precise and clear reason (aka: someone got killed, someone destroyed something), not something like (we hate them because they're not cool)
- o The winner will get a prize, of course discussed and decided between the two parties. The winner cannot claim a whole country.
- o No torture, No ransoming, You cannot combat after dying

CHAPTER III. ROLEPLAY TERMS

- What is roleplay? – act out or perform the part of a person or character, for example as a technique in training or psychotherapy

- In-character - In-character (or IC) is anything the characters do inside the roleplay. It is the opposite of out-of-character.
 - What does my character know IC?
 - o If you're the King, you know the names of your knights. You do not know how to build or craft. The King would never have been taught this. Same goes for the Knights and Priest.
 - o If you're a Knight, you know the names of the other knights.
 - o If you're a Guard, you know the names of the other guards.
 - o If you're an Archer, you know the names of the other archers.
 - o Everyone knows the name of the King.
- Out-of-character - Out-of-character (or OOC) is anything outside of the roleplay.

- How to make a good roleplay character? -
<https://www.wikihow.com/Make-a-Roleplay-Character>