



SECOND LIFE ROLEPLAY

[Version 4]

COMMUNITY REGULATORY GUIDELINES

INFORMATIONS:

- The community regulatory guidelines are applicable to the in-game servers, community forums, and Discord with official connections to the **SLRP** community.
- Staff members of the moderation, administration, and management team reserve the right to take disciplinary and punitive action towards any player found to be in violation of both written and unwritten regulatory guidelines at their own discretion to avoid both minor and major negative impact on the community's player and user experience.
- Conduct that has been deemed inappropriate, destructive, malicious, and unfitting within the **SLRP** community will be handled in accordance with the standard and crew regulatory guidelines. Repeatedly engaging in this kind of conduct will result in actions ranging from a **permanent ban** to a community removal.
- These classifications will determine the actions which will be taken against any individual and crew that is in direct violation of a specific guideline. These classifications are as follows:
 - **Step A:** Written Warning.
 - **Step B:** 1 Day Suspension.
 - **Step C:** 3 Day Suspension.
 - **Step D:** 7 Day Suspension.
 - **Step E:** 14 Day Suspension.
 - **Step F:** 31 Day Suspension.
 - **Step G:** All of your characters are wiped.
 - **Step H:** Permanent Suspension.

- **OOO TARGETING:**
 - **Category:** [D]
 - Interactions, scenes, and information that originate within roleplay is to remain within character. You are prohibited from taking this out of character with the intent to maliciously use it against another individual. This includes but is not limited to encouraging and/or participating in the targeting of others.

- **BREAKING CHARACTER:**
 - **Category:** [D]
 - While playing on the server, you are expected to do so with a roleplay centered demeanor. This means that you are required to play your character and remain within the boundaries of that storyline. Refrain from using terminology and information which your character should be unaware of.

- **TARGETED BEHAVIOR:**
 - **Category:** [D]
 - Engaging other people with behavior and/or attitudes intended to be harmful and/or malicious is prohibited. Respect the boundaries and beliefs of others, refrain from mentioning sensitive terminology and topics that could be of offensive, derogatory, discriminatory, and/or extremely sensitive nature.

- **GRIEFING:**
 - **Category:** [E]
 - Initiation of scenes and storylines intended to negatively impact the player experience of others through behavior related to griefing and trolling. The actions of your character should always be in the pursuit of reasonable and memorable roleplay interactions with the possibility of building and benefiting your character and that of others. Examples of unwarranted behavior is as follows:

- Creation of throw away characters intended to engage in unreasonable and/or unwarranted actions.
- Creation of characters with the sole intention to grief and/or troll others.
- Applying and removing performance modifications to the vehicles of others without explicit permission.

- **LOW EFFORT ROLEPLAY: Category: [A - H]**

SLRP is a roleplay server, and as such you are expected to prioritize interactive roleplay and interactive scenes with others. The characters you create have their own personalities, traits, and boundaries. Limit yourself to that and engage in interactions and scenes that are sensible for the storyline that you are attempting to create and build. Promote good and memorable interactions for others, lead by example and show others your full potential. We respect you, you should take care of it.

- **EXCESSIVE TOXICITY:**

- **Category: [E - G]**
- Engaging in acts of excessive toxicity against others is prohibited. It is paramount to remain respectful and understanding towards others, all players are present in the pursuit of memorable interactions and scenes. Ensuring awareness of others and your own actions is of utmost importance, that way you will play a part in ensuring a positive and enjoyable experience for others. With that said, engaging in acts intended to cause harm and malice which are intended to disturb others is unwelcome. Examples of this are as follows:

- Excessively mag dumping one or several bodies past what is essential to injure or kill.
- Excessively screaming or loudly talking past what would be considered reasonable and necessary.
- Taking the initiative to consistently and repeatedly run downed bodies over as means to display toxicity.
- Downing others with the intent to crouch, teabag, emote spam, and/or dance on their bodies to be a nuisance.
- Gathering and moving a number of bodies with illegal items on their back with intent for law enforcement to capture them.
- Picking up others and running or driving around with them without necessity or reason for excessive amounts of time. (15 minutes).
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- VALUE OF LIFE:
 - Category: [D - F]
 - Your characters should always be considerate of their surroundings whenever ending up in an interaction that could lead to injury or death. Should your character end up in a situation where it is faced with the possibility of severe physical harm by the usage of lethal weaponry, then it should fear for its life. Your character is only allowed to engage in acts of self defense should it already have a weapon out prior to anyone engaging it. Here are a few examples where your character should fear for its life and comply regardless of having a weapon out:
 - You must show the value of your life at any cost.

- CHARACTER INJURY:
 - Category: [A - B]
 - Whenever your character has been downed for any reason whatsoever, it is to act and behave in a manner that is sensible considering the circumstances and injuries. The level of injury it sustained should determine the way it acts, sounds, and speaks to others while downed. Take the immersion of others into account and refrain from engaging in a way that could ruin it.

- NEW LIFE RULE:
 - Category: [E]
 - Upon being downed by another player, your character is injured and can be treated by the emergency medical service. However, should you decide to respawn upon the conclusion on the 5-minute timer, then your character has been killed. Any information related to the incident that led to the death of your character should be forgotten. Using information related to that scene will be considered a NLR violation.

- **SCENE RETURN:**
 - **Category: [D]**
 - Your character is prohibited from returning to an active interaction upon being downed whether it be by a player or a local. Furthermore, it is not permissible to engage in combative and/or violent roleplay should your character be downed by another player for a total of 15 minutes as of the moment your character receives medical care.

- **HOSTAGE TIMER:**
 - **Category: [B]**
 - You are prohibited from capturing an individual and holding them for a period more than 15 minutes. However, the 30 minute timer is not applicable if an on-going interaction requires this to be extended. If an extension is warranted as a result of an active interaction, the timer can be extended by a total of 30 minutes. Examples of interactions that warrant extensions are as follows:
 - Interactions involving heists where law enforcement officers are present.
 - Interactions involving negotiations with law enforcement officers.
 - Interactions where the hostage has agreed to remain.

- **FAKE HOSTAGES:**
 - **Category: [D]**
 - Kidnapping and capturing other individuals for the purpose of being hostages should be done legitimately. Going out of your way to arrange for fake hostages to be involved in an interaction is not permissible. Using friends, associates, and/or fellow crew members as your hostages is as a result prohibited.

GOVERNMENT PERSONNEL

- **LAW ENFORCEMENT INTERACTIONS:**

- **Category:** [D]
- Refrain from planning and engaging in actions that have the sole intention of maliciously interfering and/or messing with law enforcement personnel. Treating law enforcement officers with respect should be your priority as they could unleash severe consequences against your character if not. Some examples of this are as follows:
 - Intentionally attempting to bait law enforcement to pursue you.
 - Pursuing law enforcement officers around with the intent to be a nuisance.
 - Intentionally attempting to bait law enforcement into interactions that lead to an ambush.
 - Engaging law enforcement officers with violence when there is no necessity for the interaction to turn violent.

- **ROBBERIES:**

- **Category:** [F - H]
- **Note:** Excessively targeting law enforcement for the sole reason of abusing this policy will lead to a permanent removal.
- Initiating scenes with the sole intention of robbing/bating/targeting law enforcement and/or Government Services Personnel is prohibited.

- **UNWARRANTED HOSTILITY:**

- **Category:** [A - D]
- Members of the emergency medical service engage in supportive functions and as a result should be treated non-violently. However, it is permissible to inform medical personnel to vacate an area due to an active interaction with an individual they are attempting to provide care to. Should they fail to comply within a reasonable amount of time, then violence may be used as a last resort.

SITUATIONAL CONDUCTS

- **META GAMING:**

- **Category:** [E]
- It is not permissible to use any information that you have obtained outside of character within roleplay under any circumstance. Using third party software such as Discord, Stream, TeamSpeak, and so forth with the intention of coordinating interactions, scenes, and/or events within character is prohibited. Examples of this are as follows:
 - Going out of your way to bring out of character conversations into roleplay.
 - Going out of your way to grief and attack a person in roleplay over out of character issues.
 - Going out of your way to have other people target another person over out of character issues.
 - Using information obtained from Discord, Stream, Twitch, Youtube, and so forth within the character.

- **POWER GAMING:**

- **Category:** [E - F]
- Refrain from engaging in roleplay that does not match the traits and/or characteristics of your characters. Furthermore, it is not permissible to abuse and/or take advantage of game systems and unintended features. Do not use any features to force other individuals into an interaction as it is considered powerful. Examples of this are as follows:
 - Using emotes to avoid consequences and/or injury in violent or criminal interactions.
 - Using the escort feature to place individuals in locations where they cannot be reached by EMS.
 - Using the escort feature to circumvent the intended game mechanics and/or features.
 - Storing your vehicle within ten minutes of a vehicle pursuit with law enforcement concluding.

- Forcefully storing your stash van/car to avoid getting robbed in an active interaction.
 - Using another animation to cancel the animation of an intended feature to save time.
 - Using a keybind or emote to circumvent the hospital bed animation.
 - Pulling out a vehicle from a garage or impound during a pursuit.
 - Running into apartments during an active interaction or law enforcement scene.
 - Running into your house during an active interaction or scene. (Excluding law enforcement pursuits & scenes)
 - Dumping bodies in zones that make it relatively impossible to locate the body like body burning, smashing etc.
 - Abusing the user identification feature to gain meta information or using it in excess to break immersion.
 - Utilizing the /transfer vehicle function to send the improper vehicle to someone during a sales interaction.
 - Overpowering someone by abusing the fact they had to switch instances. (Entering/exiting houses or apartments)
 - Forcing another individual to withdraw money from an ATM and/or bank for the sake of robbing someone.
- **COMBAT LOGGING:**
 - **Category: [D]**
 - Disconnecting from the server in an active interaction to avoid the consequences of your character's actions is prohibited. Active interactions are to be concluded in an orderly manner prior to disconnecting from the server. Using a crash to gain benefits in roleplay is prohibited, make sure to fill out a crash report if this happens and return to the interaction immediately. If it was a law enforcement interaction and the interaction has concluded, you are to turn yourself in. If you refuse to turn yourself in or place your items away in an attempt to save them from a loss while in police custody, it will equally be treated as combat logging, as you are utilizing a crash in-order to gain a benefit.

- **VEHICLE DEATHMATCH:**

- **Category:** [D]
- Refrain from intentionally using your vehicle as means to cause harm towards other players. It is prohibited from using a vehicle as means to kill, such action is only circumstantially permissible. This also includes but is not limited to using your vehicle to ram into players and/or other vehicles. Examples of excessive conduct are as follows:
 - Initiating an interaction by ramming into other vehicles or creating accidents.
 - Using your vehicle to repeatedly ram another vehicle to disable it.
 - Using your vehicle to ram into others with intent to kill.

- **RANDOM DEATH MATCH:**

- **Category:** [E]
- Attacking other players at random is a prohibited action. Any violent interaction mandates that you have proper initiation, reasoning, and backstory. Furthermore, players should avoid getting into actions which resemble hitman roleplay as such conduct can easily be misinterpreted as a policy violation if done improperly.

- **LOW EFFORT KILLING:**

- **Category:** [D]
- Initiating an hostile interaction generally requires appropriate escalation of force through conversation to justify the motive. As the initiating party, it is your responsibility to make it clear that you intend to start hostile and violent roleplay. Killing individuals from afar as a means to initiate is prohibited. Excessively escalating hostile interactions with unwarranted and impulsive behavior such as running around in circles should be avoided at all cost.

FAIRPLAY CONDUCT

- **EXPLOITING:**
 - **Category:** [G-H]
 - You are prohibited from intentionally taking advantage of exploits which provide an unintentional advantage from a game feature. Upon encountering such a feature, you are to report it to a member of the community staff team. Should you abuse this exploit, then severe punitive actions will be taken towards you and any other individual seen as a participant in the exploit.

- **MODDING:**
 - **Category:** [H]
 - Using injectors and/or modification clients is strictly prohibited in SLRP City. Any individual remotely connected to such actions will be removed from the community without notice. Using clients which take advantage of events, scripts, and/or game features is considered to be the use of third party modification software.

- **ALTERED FILES:**
 - **Category:** [D - H]
 - Usage of altered assets such as certain texture packs, shader adjustment, no fog, no vegetation, transparent ocean, tracers, kill effects, and so forth is prohibited. Some shaders and kill effects are permissible, it is recommended to contact a member of the community staff team for clarification to avoid possible encounters and issues.

- **HARASSMENT AND SLANGS:**
 - **Category:** [F - H]
 - Usage of slang is not allowed. [Strict Penalty]
 - Harassment is not allowed. [Strict Penalty]

WHITELISTED JOBS AND ZONES

- **JOB ABUSE:**
 - **Category:** [G - H]
 - You are prohibited from taking advantage of whitelist jobs as means to gain advantages without counters for yourself or others. Mechanics that are implemented for specific roles are meant to be used for specific things and/or in specific ways which should not be diverted from under any circumstance. This includes things such as bankrupting or attacking businesses through mechanical abuse to lower their society fund.

- **GREEN ZONE**
 - **Category:** [D]
 - Green-zones are designated as protected and neutral grounds on the server which allow for limited interaction. Any sort of illicit transaction, criminal activity, trade, and/or business deals are prohibited. Using green-zones as means to protect yourself from the consequences of your roleplay and interactions is not permissible.
 - **Green Zone : Apartment, Pill Box, PDM, Mechanic shop, Pond Cafe.**
[Exceptional for Law Enforcement Service]

- **REDZONE INFORMATION:**
 - **Category:** [D]
 - Zones that have been designated with red circles aka red-zones have special regulatory guidelines which are applicable to individuals within a red-zone. Throughout the duration of any red-zone event, general rules of engagement and escalation of force is suspended for the duration of the red-zone. Dying within a red-zone disqualifies you from participating any further. Law enforcement personnel are prohibited from participating in red-zones as a result of their law enforcement responsibilities and special equipment.

SITUATION COOLDOWN AND OTHERS

1. General Situation cooldown period : 15 minutes.
2. Law Enforcement's general cooldown period : 15 minutes.
3. Heist cooldown period : 30 minutes.
4. War cooldown period : 2 hours.
5. Gang Fights cooldown period : 1 hour.
6. Law Enforcement / Judicial raid cooldown period : 30 minutes.

PLAYER ROAMING LIMITATIONS

- **HEIST PARTICIPATION:**

- **Category:** [B]
- You are prohibited from initiating pre-set heists that are specified under this community directive beyond the stated limitations. Law enforcement personnel will limit themselves accordingly until the interaction takes a violent turn. The heists under this directive is as follows:

Example :

- Casino Heist: [Crew 12-16] - Minimum Gun Level : 3
 - Bobcat: [Crew 4 - 6] - Minimum Gun Level : 1
 - Humane Labs: [Crew 4-6] - Minimum Gun Level : 2
 - Pacific Standard Bank: [Crew 8-12] - Minimum Gun Level : 3
 - Fleeca Bank: [Crew 4 - 6] - Minimum Gun Level : 2
 - Jewelry Store: [Crew 4 - 6] - Minimum Gun Level : 2 (Specialized)
 - Paleto Robbery: [Crew 4 - 6] - Minimum Gun Level : 2
 - Art Heist: [Crew 1 - 2] - Minimum Gun Level : 1
 - Store Robberies: [Crew 1 - 3] - Minimum Gun Level : 1
 - House Robberies: [1]
 - Airdrop: [Crew 6]
 - Attachment Heist: [Crew 2 - 3]
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- You can take double hostages for Pacific Standard Bank and you can add one extra demand.
 - You can take a maximum 20 hostages for the Casino Heist. There is only one demand to choose which is free passage for 20 seconds.

HEIST & ROBBERY CONDUCT

- HEIST COOLDOWN:
 - Category: [B]
 - 30 Minutes Cooldown
- HOSTAGE SITUATION:
 - Category: [D]
 - You can keep hostages for 15 minutes maximum.
- CAMPING:
 - Category: [D]
 - It is not permissible to camp in locations where others are already holding.
 - You can not camp for a group that is running a situation with the Law Enforcement / Judicial / Medical Service.
- THIRD PARTY SITUATION:.
 - Category: [D]
 - When a group of members is already triggered for a heist, you or your group are not permitted to interrupt.
 - **It is not permissible to interrupt any ongoing law enforcement, judicial, or medical service situation.**

CIVILIAN AND UNDERWORLD BUSINESS

GROUP LIMITATIONS:

- There is the new generation underworld strategy **NGUS** :

Civilian < Family < Organization < Gang < Mafia

- Category: [D]
- Unaffiliated individuals that play on the server are permitted to roam around in groups of up to '4 civilians', '6 family members', '8 org members', '12 gang members' individuals at a time. Furthermore, as crew members you are permitted to roam around with your whole crew at any given moment. **However, any interaction that turns hostile and/or violent towards law enforcement personnel are limited to 4/6/8/12 individuals.** Any excess numbers are mandated to leave the interaction unless attacked by law enforcement in their attempt to flee. Your priority should always be to flee from the law, not engage or attack it.
- Gangs are the hidden gems for the Mafia, So often, try not to roam around openly. Try to stay low by identity.

Note:

The Second Life Roleplay Server authority has the right to change or update any of the rules at any time.

The Second Life Roleplay Server authority has the right to take charges against you anytime if they (the authority) think you are guilty.

ENJOY SLRP