Policy and Rules

INTRODUCTION

The policies on Aalynor's Nexus have been designed such that the majority of the player base can enjoy the game without fear of harassment, being taken advantage of, or being treated unfairly at the same time ensuring that Aalynor's Nexus continues to be a quality role-playing environment.

All players are responsible for reading, understanding, and keeping up to date with the system policies. We reserve the right to change them at any time. Ignorance of these policies is not an excuse for breaking them.

Violation of system policies can be punished in a number of ways, ranging from penalties to the character that commits the offense, to the extreme of removing the offending player from the game.

RULES

1. It is against the rules to use robots or automated scripts of any kind to play this game. These include, but are not limited to scripts which automatically watch your characters or other characters health and cast spells, initiate combat, or any other task that you would reasonably do for yourself. It is permitted to have macros and aliases for commands, but not complex triggers to perform the action for you without explicitly initiating it. If in doubt, don't do it. Using scripts seriously takes away from the level of interactive role-playing that many of our players enjoy -- and there are many other MUDs on the Internet which allow them, we ask that you go there if you'd rather "Script" your way to the top.
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2. It is against the rules to have more than one character under your control in the game at any one time. This includes temporarily lending a character to another player, for the purpose of having both online. The system considers the owner of a character the one who created and who plays the character. It is against the rules to "hand over" one of your characters to another player. There is an automated task that watches for multi-playing characters. The Gamemasters receive reports on questionable activities and may,

at their discretion execute the deletion (after confirming it in the logs).

3. It is against the rules to broadcast to the game out of character. You should try to have all your communications in the game done "in character" however, we understand that this is not always possible, and we ask that you prefix any sends, whispers, and says with "OOC:", or use the Osay command, so that others in the environment are aware that it is your player, not your character speaking. (If you need to contact the Gamemasters, make use of the appeal command, prefixing your descriptive statement, once again, with the "OOC:", lest the Gods decide you're bothering them.

4. It is against the rules to take advantage of any game flaw that presents you with a bonus that is not justified. Violators of this will find their characters penalized. If you find a problem with the game, you are to report it immediately to the Gamemasters via Discord or the in-game Bug report feature. If you are aware of others cheating by manipulating a design flaw, you are to do the same. (This includes things like amazing weapons and/or shields suddenly dropping where they never dropped before, finding ways to overload your character, abusing special commands, etc).

5. It is against the rules to harass any other player. If asked to stop, you are to stop any behavior which could be construed as being offensive. This includes but is not limited to spamming, swearing, private sends, whispers, private actions, requests for personal player information, sexually themed actions, etc. We do not wish any player on this system to feel uncomfortable because of the behavior of others. If you feel you are being harassed and the person in question does not stop after being asked, inform the Gamemasters immediately, through private message on Discord, by appealing. Those that ignore repeated requests from players and Gamemasters to act responsible will be removed from the game permanently.

    - Along the same lines, it is a violation of policy to make racist or discriminatory comments against any minority or majority group, be it social, ethnic, or otherwise. This includes comments about people's countries, religions, gender, and sexual orientation. People found to be breaking this rule will be severely penalized, or removed from the system permanently.

    - Further, in an attempt to maintain the system for all ages, we expect the public areas of this game, the OOC lounge, as well as all public IC locations, to be PG-13 in language and sexual behavior. We expect scenes in private to be at the consent of both adult players. We expect that excessive swearing, and other unpleasantries, be avoided in public. **Minors are responsible for communicating their age to any player who initiates contact which minors can not legally consent to (sexual RP, etc).**

6. It is the policy of this system that the deities are immortal beings of immense power and influence in this magic realm. They are akin to the gods of legend and mythology from our own world. They are spiteful, arrogant, and often fickle in their meddling. To raise the ire of a god will certainly mean thy death.. either directly or indirectly. Never forget that the

gods are ALWAYS In Character. To address them otherwise would be seen as madness. The gods see and hear almost all that goes on in the world, and the actions of its heroes draws their attention more than it does with mere peasants. (If a deity appears before you, we stress that you remain as "in character" as possible")

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7. It is the policy of this system and the nature of the magical world that all mortals have free will. All mortals have the ability to make choices, and act on their environment as they see fit. However with Free Will comes Consequence and those that exercise Free Will must be prepared for and accept the Consequence without question. After all, there is no point in doing anything, if there is not a risk of consequence involved. (Being drunk, or having someone else in charge of your character, is an excuse for nothing. From an In Character standpoint, your character's actions still happened as they appeared to. It your own responsibility to protect your character's password.

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8. Free Will allows you to do anything in the realms. Marry, Divorce, Steal, Rob, Burglarize, Kill, Assault, Tickle, Hug, and so forth. However, your character is accountable for his or her actions in the world. If you Murder or break a law, you can expect to be arrested. Regarding the justice system: If your character is arrested for committing a crime, they are guaranteed a trial, or release, within a 'reasonable' amount of time. "Reasonable" is in this case, defined by the ease at which trial arrangements can be made, with your cooperation. If you get arrested, and then log off for a month, and come back, expecting a trial, you have not been reasonable in aiding to arrange your trial. If we feel a character has been kept in prison, for an unreasonable amount of time, they will be released, and the member of the justice system at fault for the delay, will be disciplined.

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9. All players must follow the spirit, if not the literal interpretation of these rules. In short, those we will affectionately terms "smart-assess" will quickly find themselves put in place.

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10. It is against system policy to deliberately disconnect yourself from the game, in order to avoid a death, or other consequence. If you are caught doing this, you will be penalized, severely.

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11. It is not a tolerable excuse for policy violations, to claim that other players are doing the same. These policies are readily available within the game, and very clear in what they allow. Stating that you know other characters violating the policy, will only get you in further trouble, for not coming forward about the matter.

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12. We expect that anyone who takes on a position of IC leadership agrees to fulfill certain responsibilities in the areas of communication and ongoing commitment to role-play on the game, as per guidelines set out for these positions.

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