Basic Rules/Guide

Eligity: To Play on ETERNAL CITY ROLEPLAY (ECRP) you are required to be above 16 years.

48+ Word: Usage of any form of 18+ words (abusing words, cursing etc.) is strictly prohibited in ETERNAL CITY ROLEPLAY (ECRP). If found using Such vocabulary or words you can/will be banned.

Language Disruption Rule:

© While the server allows the use of multiple languages, RP continuity should always be maintained.

© Switching languages mid-RP to disrupt or avoid communication is prohibited.

© Players must ensure their language use supports the ongoing RP scenario and avoids creating unnecessary confusion or tension.

Voice Communication:

© Players must have a good quality and functioning microphone and headset for VoIP RP.

© You must not use external communication(Skype,Discord, Zoom, Teamspeak, etc...) to communicate with other players while on the server.

© Players are permitted to communicate with each other in another language, as long as the language being used does not violate any other rules, remains respectful, and all parties involved are comfortable with its use. We value cultural exchange and appreciate the opportunity for players to express themselves in the language they feel most comfortable with.

© Out-of-character offensive language, threats, or racism are strictly prohibited within our community. Making death threats towards ingindividualsisabsolutelyunacceptableandwillresultinsevere consequences.

No Toxicity:

© Itis strictly prohibited to use explicit or offensive names on any ETERNAL CITY ROLEPLAY (ECRP) Platforms.

© We have a zero-tolerance policy towards racism, trolling, discrimination, homophobia, and sexism within our community. ©   Treat each other with respect, everyone is equal.

© Speaking poorly of others on stream, in chats or elsewhere will not be tolerated. If you have a concern that someone broke a community or on-server rule, submit a report.

© Attacking or engaging in harmful behavior towards members in other Discord servers, YouTube, Twitter, or any other platform is strictly prohibited within our community. We expect all members to conduct themselves responsibly and respectfully, both within our community and in interactions with others outside of it. Any instances of attacking or harassing behavior will be taken seriously and may result in disciplinary action.

© To ensure a healthy and inclusive environment for all members, content creators are expected to actively moderate their communities. Failure to do so, which includes neglecting to prevent members from engaging in attacks or other harmful behavior, may lead to a ban from the

community. We prize creating a safe and respectful space, and your cooperation in maintaining these standards is greatly appreciated.

© Using words such as "weird" or "strange" to target or describe someone's roleplay in a derogatory manner is not allowed.

Account:

© You are solely responsible for all activities and actions that take place on your account. It is important to maintain the security of your account and ensure that you use it in accordance with the community guidelines and applicable rules. Any unauthorized use or misuse of your account may have consequences.

© The buying or selling of accounts and/or valuables from other users, except through official channels facilitated by the server owner, is strictly prohibited. Engaging in such transactions can lead to various risks, including scams, permanent character death, or bans. It is importatnot note that the community cannot be held accountable for any negative outcomes resulting from such unauthorized transactions. We strongly advise against engaging in these activities and encourage users to follow the official guidelines provided by

the server owner for account-related transactions.

© Ifyou lose access to your Discord account, please note that we are unable to transfer the Allowlist status to another Discord account. It is crucial to ensure the security and retention of your own Discord account to maintain your Allowlist status. We recommend taking necessary precautions to protect your account, such as enabling two-factor authentication and keeping your login credentials secure. In the eventof an account loss, it will be necessartoy reapply for Allowlist status with your new Discord account.

Donation:

When making purchases or donations, the perks and benefits associated with them are tied to your specific account. During the process, you will be asked to specify the character to which the donation perks should be allocated. It is important to note that once the perks are granted to a character, you cannot change your selection in the future or transfer them to another character or account. Please make sure to carefully consider your choice before finalizing the allocation.

© In the event that a buyer is banned for violating the server rules, it is importatnot note that any purchases made by the buyer will not be refunded.

© Inthe case of a chargeback, it is important to note that any associated bans resulting from violating server rules cannot be appealed. Chargebacks refer to the reversal of a payment, and engaging in such actions can have serious consequences, including the forfei re of the ability to appeal bans. We strongly advise against initiating chargebacks and encourage all community members to resolve any concerns or issues through proper channels, such as contacting server administrators or support. It is crucial to maintain open communication and address any concerns in a responsible and respectful manner.

© The selling of any items obtained through purchases is strictly prohibited within our community. We emphasize that purchased items are intended for personal use and enjoyment, and their sale to other members or third parties is not permitted.

Character:

© Itis essential to maintain a clear separation between your characters. Each character should exist independently, without any knowledge of the others' personal information, such as their weed location, relationships with friends or enemies, or any other details. It is crucial to avoid creating connections or relationships between characters that extend beyond the established roleplay context. By respecting this separation, you contribute to a more immersive and authentic roleplaying experience for all community members.

© Character names must adhere to a serious and appropriate tone. The use of meme names is not allowed and may result in disciplinary action or a name change without prior notice.

* Having multiple characters affiliated with the same circle or gang is not permitted   in our community. It is important to maintain a clear separation between your characters' affiliations and roleplay experiences. Each character should have their own unique identity, connections, and associations. This rule ensures a more diverse and authentic roleplaying environment where interactions and conflicts remain distinct and separate.

© Ifa player has a camera on their character, they can use recordings as legal evidence, otherwise, they cannot.

© To ensure an active and dynamic environment, we reserve the right to remove properties, including vehicles and houses, if a player has been inactive on the server for approximately 30 days. The purpose of this policy is to prevent properties from being tied up indefinitely by inactive players, allowing others to utilize them. If a player logs in sporadically, approximately once a week, with the intention of bypassing the inactivity period, it will not be considered as fulfilling the requirement, and the removal process will proceed as planned.

© Indicating that you have no pulse three or more times, will result in permanent death of your character.

© Before entering roleplay scenarios, you must complete your character creation.

© Referring to other characters, whether they are your own or not, as. "cousins", "alter egos", or similar terms is strictly prohibited withi our community. We aim to maintain a clear distinction between characters and discourage the creation of false connections or

relationships between them.

Use of OOC:

© Out-of-character (OOC) discussions and conversations are encouraged to take place in Discord channels and are prohibited while in-game.

© The use of immersion-breakingwords is strictly prohibited within our community. Immersion is a key aspect of the roleplaying experience, and using words or phrases that break that immersion can disrupt the atmosphere and detract from the overall enjoyment for participants. We encourage all community members to choose their words carefully, using language that aligns with the roleplaying context and enhances the immersion for all involved.

© Under no circumstances are you permitted to mention or refer to other "cities" or "counties" within our community.

© Using phrases like "the government", "Gods" or "look to the skies" to refer to staff members is strictly prohibited within our community. © To maintain the flow of roleplay, it is important to adapt and continue with the storyline despite encountering bugs or technical issues. If you come across a bug such as cars being "ghosted" or a script not functioning as expected, we encourage you to continue the roleplay and work around the issue temporarily. Afterward,

please report the bug through the appropriate channels to ensure it can be addressed and resolved by the development team.

© Hinting at, or telling cops they must be bored for playing the role of their character is considered OOC terminology.

Character Breaking:

© You are not allowed to break character.

© Roleplay should continue unless all parties involved in the scene or situation agree to pause or stop it. It is important to respect the consent and comfort of all participants. If there is a disagreement or discomfort during roleplay,it is essential to communicate openly and reach a consensus among all involved parties.

© IC conflict is to be resolved IC. If rule-related concerns arise, players are expected to remain IC to the conclusion of the scene, and file a player report.

© While Staff members will never ask you to break character in-game, they have the authority to request players to pause or halt their actions in a roleplay situation if server rules have been violated or are currently being broken. This can and only will be initiated through a Discord ticket.

Role Play Before Bloodshed: No Random Death Matching (RDM) or Kill on Sight (KOS). All conflict must be ii iated verbally or with an abundance of story lead-up within close proximity of the conflict. The target of a conflict attack must be able to recognize they're being threatened with harm, why and by whom before they're injured.

Stream sniping:

- Stream sniping is prohibited.
- Presence in a streamer's chat while on the server will be assumed as evidence of stream sniping if there is a complaint submitted.

Character Age: Player's characters must be 18 years or older.

No win-only mentalities: Counter play is necessary to successful roleplay.

AFK Looting: Killing and Robbing someone while they are afk is strictly prohibited.

Admin actions via Discord must be given priority:

- Ifan admin contacts you to discuss a timeout, the ban will not be lifted (regardless of its initial duration) until you have spoken to the admin. If an admin contacts you to discuss a rule break and you do not acknowledge the message with a response, you may be timed out until you do so.

Glitching/Exploiting/GameModifications:

- Glitching/Exploitingis prohibited.
- Exploiting client or server bugs is strictly prohibited within our community. Engaging in such activities, including the abuse of exploits, will result in a ban from the server. Additionally, any benefits or items gained from exploiting will be promptly removed.
- Camping animal and vehicle spawns, where players repeatedly wait in a known spot for the specific purpose of exploiting their appearance, is considered a form of exploitation within our community. We encourage a more natural and immersive gameplay experience where encounters occur organically. Engaging in repetitive behavior solely for the purpose of exploiting spawns disrupts the intended balance and fairness of the game. We kindly request that players refrain from such practices and allow the game to unfold naturally, fostering a more dynamic and authentic environment for everyone.
- The use of game modifications and enhancements that provide players with unfair advantages, such as increased speed, no night visual packs, gumballs, health regeneration, teleportation, and other similar modifications, is strictly prohibited within our community. We prioritize fair gameplay and maintaining a level playing field for all members. Any player found cheating by using such modifications will face permanent banning without prior warning. We take cheatingseriously to ensure an enjoyable and equitable gaming experience for all.
- Players are allowed to use visual enhancements or other game modifications that do not provide them with an unfair advantage or constitute cheating. These modifications should not give any player an unfair edge over others or disrupt the balance of gameplay. Additionally, binding keys to server commands or text messages for faster and more convenient access is permitted as long as it does not grant an unfair advantage.
- Macroing, which refers to the use of third-party software or hardware enhancements to automate actions, is strictly prohibited within our community. Engaging in macroing activities with the intent to gain a financial benefit or bypass AFK scripts is considered a bannable offense. Any property and experience obtained through macroing will be revoked. We maintain a fair and balanced gaming environment, and the use of macros undermines the integrityof the gameplay experience.
- Using no shadows is considered an unfair advantage so you must have shadows enabled.

After getting Banned:

- After Getting banned you are prohibited to play from another account.
- Please do not engage in character progression on other allowlisted server while you are banned at ETERNAL CITY ROLEPLAY (ECRP).

Use of Reports:

- We encourage players to utilize the Discord ticketing system to report any incidents involving other players, whether they are from the past or present. The ticketing system provides a formal and organized process for reporting and addressing issues within the community. By using this system, you can ensure that your concerns are properly documented and addressed by the appropriate staff members. We appreciate your proactive approach in helping us maintain a safe and enjoyable environment for all players.
- While using the /report command can be helpful for addressing immediate in-game issues, it is important to note that it is not a replacement for the ticketing system.
- When submitting a report, it is crucial to provide all necessary information and evidence related to the incident. This includes relevant details, timestamps, involved parties, and any supporting documentation, such as screenshots, videos, or chat logs. Clear and comprehensive information helps the staff team to understand the situation accurately and take appropriate actions.
- We strive to process reports in a timely manner and aim to provide a resolution within 48 hours. However, in some cases, due to the complexity or volume of reports, it may take up to a week for your report to be fully processed.
- If a player believes that a staff member is abusing their powers, they have the option to submit a player report using the Discord Ticket system. This provides a formal channel for reporting such concerns and ensures that they are properly documented and addressed by the appropriate individuals. We take all reports seriously, including those related to staff behavior, and will thoroughly investigate any allegations of abuse. Our commitment is to maintain transparency, fairness, and accountability within our community.
- For effective communication and prompt resolution of issues, we kindly request that players refrain from personally messaging staff members regarding community-related concerns. While staff members strive to assist and support the community, sending personal messages may not result in a satisfactory response. In such cases, players may be redirected to utilize the designated ticketing system to ensure proper documentation and efficient handling of their concerns.

Prohibited Rules

Prohibited Roleplay:

- Rape RP
- Suicide RP
- Pregnancy RP
- Erotic RP
- Children RP
- Slavery RP

Prohibited Topics:

- Racism or Sexism
- suicide or self-harm
- Children/Pregnancy roleplay
- Erotic Role Play

- Slavery roleplay
- No hate speech, slurs, or portrayals of hate crimes
- Real-life events, terrorism threats, pandemics, and mental illnesses, are strictly prohibited within the city. We prioritize the well-being and safety of our community members and strive to provide an enjoyable and inclusive environment. We kindly request that you refrain from incorporating or depicting such sensitive topics in your roleplay.

On Admin Approval: Upon getting admin approval you can do these rp:

- Revenge RP
  Animal RP
  Torture RP

Safe Zones

Safe Zone: Safe zones are areas in roleplay servers where hostile actions, such as combat or theft, are prohibited to allow players to interact or perform tasks without interference.

- Hospital/Pillbox © Event Areas
- Edm
- Gun Dealer Shop

Semi Safe Zone: Semi-safe zones are areas in roleplay servers where limited hostile actions are allowed. While general violence and disruptive behaviors are restricted, certain roleplay actions, like bar fights, minor disturbances or arrests may be allowed as long as they don't escalate into excessive violence or disrupt other players' enjoyment.

- Police Station © City Hall
- Pdm
- Garage, Restaurant, Bar, Cafe etc (any player owned businesses)

Roleplay Rules/Guide

Random Death Match (RDM): RDM refers to the act of intentionally killing or hurting another player, or damaging their property, without a valid in-character reason or proper roleplay justification.

- Attacking another player or group without reason or any story/roleplay.
- Killing Someone when they are AFK.

Vehicle Deathmatch (VDM): VDM refers to the act of intentionally killing or hurting another player, or damaging their property, by using a vehicle without a valid in-character reason or proper roleplay justification. We emphasize the importance of responsible and immersive roleplay experiences, where actions involving vehicles align with the logical context of the situation. It's crucial to avoid using vehicles as weapons to harm others without valid in-character justifications. Additionally, intentionally running over another individual, even with a valid in-character reason, may still be considered Low-Quality Roleplay (LQRP) and should be avoided.

- Attacking another player or group using a vehicle to kill or knock them without reason or any story/roleplay
- Never kill or knock someone using a vehicle as a weapon.

Powergaming: Refers to the act of roleplaying with mechanics or abilities that do not exist wi   in the game or forcing other players into situations where they have limited or no choices. This behavior disrupts the immersive and collaborative nature of roleplaying by disregarding the boundaries and limitations established within the game world. It is importantot prioritize realistic and engaging roleplay interactions that align with the available mechanics and abilities within the game.

- Exploiting Game mechanics to gain an advance for your Roleplay. Using In-Game Bugs/Glitches for the roleplay.
- Using Server rules to manipulate the roleplay in your favour. Using the /me command in a way that forces roleplay outcomes in
- your favor, rather than leaving it open-ended for all parties involved, is considered a form of powergaming and is discouraged.
- Spam jumping to speed up the movementof your character is a form of powergaming.
- Putting a stash or other furniture outside the shell ofa player owned property, so it is not visible to the naked eye, is not allowed.
- Unnecessarily escorting, cuffing, or carrying someone with the intention of gaining an advantage over a player who is not ina downed state is strictly prohibited.
- Using a vehicle to flip over another vehicle is considered powergaming.
- Using radio/Phone while downed, underwater or cuffed. © Still Talking after you are down.

Meta Gaming: Refers to the use of real-life information that is obtained outside the game to gain an unfair advantage in-character. This includes instances where a player uses external sources, such as streams or name tags, to acquire information about another player's location or identity, which their character would not realistically possess. Metagaming undermines the immersive and roleplaying natureof the game, as it blurs the line between in-game knowledge and real-life information.

- Purposely using information from outside (discord, youtube, twitch etc.)
- Using information from Streaming Services Chat to shape in-game roleplay.
- While in the city, you are not permitted to appear in livestreams (e.g., Discord, Twitch, Facebook Gaming, YouTube) of other players who are also in the city.

Engaging in metagaming to gain an in-game advantage, such as seeking assistance from allies through out-of-character channels, is considered a more serious offense than accidental metagaming that has no tangible benefitto the player, such as mistakenly addressing a stranger by their character name. Accidental metagaming, while still discouraged, may occur unintentionally and without malicious intent. However, intentional metagaming to gain an unfair advantage disrupts the roleplaying experience and undermines the integrity of the game. Such actions compromise the fairness and immersion for other players, and therefore, stricter punishments are usually imposed to deter this behavior.

In-Game Meta Gaming:

- Recognizing a person in Mask by meansof their voice. © Identify a person by their clothes.
- Listening to another player's discussion through the walls And using that information for your character benefits.

New Life Rule (NLR): NLR is Triggered once you are incapacitated and respawn or are treated at the hospital, the cause of incapacitation is irrelevant.

- If you are downed and you click E to respawn or the timer expired and you respawned at the hospital; You do not remember anything leading up to your death.
- You should not take respawn if the situation is not completed.
- If you are helped by ems then you can remember everything but you can't rejoin the situation.
- If ems is on the way to revive you should not take respawn.
- Once a player becomes incapacitated, (after that helped by ems) they cannot come back to the area of their death for 40 minutes and they cannot take hostile action against the party responsible for their death for 90 minutes.
- f you are downed in a scenario and it has ended, you are not allowed to return to the area of the scene to collect evidence, loot bodies, etc.

Combat Logging: Combat logging is when a player intentionally disconnects from the game to avoid a hostile situation, like combat, arrest, or death. This action is generally considered cheating and is against the rules, as it disrupts the flow of roleplay and gives an unfair advantage.

- Logging out or quitting from the active situation to avoid Roleplay is considered a violation.
- Players are expected to remain engaged in ongoing roleplay scenarios.
- F8 quitting intentionally to avoid any interaction to prevent yourself from getting looted.

In-Game Combat logging:

- Taking respawn in the active situation is considered as in-game combat logging.
- Leaving the active situation or leaving without completing the scenario.
- Logging out from the active combat scenario by using the Benefit of SAFE ZONE Rule. (Breaking the situation by entering the Safe Zone)

Combat Storing: Putting away things recently involved in a hot situation just so that you don't lose them is known as COMBAT STORING.

- Putting Guns/Drugs/illegalitems away as soon as the cops lose their sight on you.
- Storing your car inside the garage and taking another one out in the middle of the situation.

Roleplay Blurring:

- There must be a clear separation between In- character (IC) and Out of Character (00C).
- If your personal feelings are to bleed into the roleplay, it is advised to take a break from the server.

Perma Death:

- You cannot force someone to permanently kill their character.
- If your character is downed and you have decided it's the time for permanent death all you need to do is role-play the scenario out with the EMS.
- You may use /me, and give the EMS or doctor character the right indicators that you cannot continue role-playing on that character after you RP'd out a perma death situation with them.

Character Mixing: Character mixing occurs when a player blends traits, knowledge, or actions between multiple characters they control, treating them as if they share the same experiences or information. Each character should have a distinct personality, background, and knowledge base to maintain realism.

- You are not allowed to mix character information or money from one character to another to gain an advantage over anything.

Force RP:

- Forcing someone to do a certain roleplay.
- Forcefully performing an unrealistic action against someone without providing them an opportunity to evade such an action.

Fear Roleplay/Value of Life: Players must prioritize their character's life and act as if they have only one life. This means taking realistic precautions and avoiding situations that would knowingly put their character's life at unnecessary risk.

- Fear role play is showing appropriate care and concern to preserve your character's safety and life.
- If you find yourself in a situation where you are at a clear disadvantage, such as having a gun pointed at the back of your head while you are unaware, it is expected that you comply with the demands of the other party.
- In situations where you are outnumbered by a significant margin, such as being outnumbered 3 to 1, it is generally expected that you comply with the group's demands. However, it is important to note that this does not   ate your option to try and escape if the situation allows for it. While attempting to escape may be a viable option in certain circumstances, it should be done in a realistic manner.
- A bad example of an attempt to escape would be if you are being held hostage in front of a bank and, despite the person holding a firearm ready to use, you suddenly decide to run away without any reasonable chance of success.

Fail/Low Effort/Low Quality Roleplay: Fail RP, also known as Low Quality RP, refers to actions that are unrealistic or detrimental to the roleplay experience of other players. It is important to note that not all actions that may seem unrealistic will be considered punishable, as some degree of creative freedom is encouraged in roleplay. However, actions that significantly disrupt the immersion, coherence, or enjoyment of other players may be subject to consequences. For Example:

- Taking a vehicle and stripping the upgrades off of it.
- Failing to respond to /me interactions of other players, such as /me takes off mask or /me steals shoes.
- Talking normally after you have gunshot wounds. To avoid salt, attempt to RP your injuries out by screaming rather than engaging in conversation with the other party. This includes giving communications while down.
- Using a tazer to pop a tire of a vehicle Spectating shootouts.
- Robbing someone without reason or sufficient roleplay (inc. cops). Using the same shootout location in a short amount of time. Taking a vehicle and ocean dumping it without reason
- If Any of the server rules are broken, it will be considers as a fail roleplay (RP).
- Not Role-Playing realistically.
- Not fearing for life when threatened by weapon. Jumping offa three story building and running away. Kill or beat down Locals (NPC's) for no Reason.
- Robbing Bank and Leaving before Cops Arrive to Avoid Roleplay over Situation.
- Play Music through your microphone.
Use a Hunting Rifle to kill NPC's

- Player must manage their hunger and thirst levels. Ignoring this and assuming they can restore them at a hospital will be considered a fail Roleplay (RP)
- Taking advantage of Safe zone Between the active Combat Situation

Cop Baiting: Cop baiting, intentionally provoking or luring police officers into scenarios without proper roleplay behind it, is considered a form of low-quality roleplay within the ETERNAL CITY ROLEPLAY (ECRP) community. Engaging in cop baiting, such as deliberately causing a collision with a cop car to initiate a chase for the sole purpose of a gunfight or ambush, undermines the immersive and realistic roleplay experience.

- Never interrupt an ongoing situation involving police or paramedics unless you are involved in the situation.
- Don't call for police when you don't need their help, especially when desiring to rob, kidnap, or kill them.
- Repetitively instigating police officers into a police pursuit is also considered baiting.

Criminal Leo Interaction: Providing a poor interaction while arresting, detaining, or restraining players. While putting another player into a situation where they are anchored by handcuffs or a prison cell, you should provide them with good interaction. Essentially, talk to them, keep them engaged.

- You may kidnap LEOs given there is reasonable RP.
- You may not kidnap an LEO who is already actively RPing in a scenario you are not involved in.
- You may not rob a cop without a valid reason, they are not your loot cows or your personal armory.

Respect of law enforcement:

- You should act as if you respect and have a good fear of Law Enforcement (police), i.e. you don't want to get caught or in trouble with the police. You should not usually rob police as this would not happen IRL, and you are not allowed to have any weapon or item that would belong only to the police, you are allowed (if you do rob a cop) to take non police weapons, and ammo, but nothing more, not even money.

Money Exploits:

- You are not allowed to use any exploits to double your money or transfer money of your other character to your own character with the help of a middle man; it would be a bannable offense.

Some Tips/Extra Rules:

- Before engaging in a shootout or any form of violent confrontation, it is essential to initiate roleplay (RP) interactions with the involved parties. This means that players should verbally communicate their intentions, establish the context of the conflict, and allow for an immersive roleplaying experience to unfold. By initiating RP before a shootout, we promote meaningful interactions, character development, and a more engaging roleplaying environment.
- You are permitted to initiate an attack or defend yourself if another player intentionally tries to harm you, damage your property, ignores your threats and attempts to resist, or takes hostile action against you.

- Under no circumstances is a criminal allowed to force a victim to sell their property, including houses, vehicles, or businesses.
- Demanding someone to hand over ownershipof their vehicle is not allowed. However, players can request the spare keys to a vehicle as part of roleplay interactions using the F1 menu and the /givekey command.
- Demanding someone to withdraw money from their bank account via an ATM, bank, or phone is strictly prohibited.
- Forcing someone to use a crafting or buy station is considered a form of powergaming and is not allowed.
- Please avoid engaging in money simulator gameplay, which refers to prioritizing monetary gains over meaningful interactions with other individuals within the ETERNAL CITY ROLEPLAY (ECRP) community. This type of gameplay focuses solely on accumulating wealth without considering the importance of social engagement and roleplay interactions. Let's emphasize the value of engaging with others, building relationships, and creating dynamic and immersive roleplay experiences that go beyond monetary pursuits.
- Refusing to respond or cooperate with EMS staff members may lead to consequences, including a possible kick from the server. It is crucial to prioritize roleplaying realistic and immersive scenarios, which includes engaging with EMS staff when necessary. By acknowledging and following the guidelines provided in the linked document, we ensure a cohesive and enjoyable roleplay experience for all community members.
- We have a strict policy against engaging in salty and toxic behavior within the ETERNAL CITY ROLEPLAY (ECRP) community. This includes actions such as repeatedly shooting a downed body, playing loud or disruptive music, screaming excessively over the microphone, spitti g on or emoting disrespectfully towards downed bodies, engaging in disruptive spinning, and involving oneself in unnecessary Twitter/Discord drama.
- Hospital camping, which refers to intentionally waiting or lingering near a hospital to taunt or provoke players who have recently lost a fight, is not permitted.
- During interactions with police officers, it is essential for criminals to provide a valid and proper reasoningd   9 initiation before resorting to shooting. This includes situations where there may be heightened tensions or increased conflicts, such as during mag dump season.
- Randomly blowing up vehicles without proper initiation is strictly
- Ocean Dumping without proper roleplay or reason is not allowed.
- If group1 is fighting with group 2 then group 3 can't get involved in this fight no matter the reason.

Restrictions:

- If you choose to play a cop character. Then you are not allowed to do criminal or gang rp from your 2nd or same character.

Criminal Rules

House Robbery:

- A minimum of 2 players and a maximum of 3 players will be allowed in this situation.
- You must always equip a backpack in your outfit. EDM Vehicles are not allowed.

Store Robbery:

- Minimum of 2 players and a maximum of 4 players will be allowed in this situation.
- The maximum number of hostages required is 1.
- You must always equip a backpack in your outfit.
- Kidnapping someone who is AFK is not allowed.
- EDM Vehicles are not allowed.

Fleeca Bank Robbery:

- A minimum of 3 players and a maximum of 5 players will be allowed in this situation.
- The maximum number of hostages required is 1.
- You are not allowed to use your friend as a Hostage. EDM vehicles are not allowed in robbery.
- You must always equip a backpack in your outfit. . Kidnapping someone who is AFK is not allowed.

Vangelico Robbery:

- A minimum of4 players and a maximum of 5 players will be allowed in this situation.
- The maximum number of hostages required is 2.

  You must always equip a backpack in your outfit. kidnapping someone who is AFK is not allowed.
- EDM Vehicles are not allowed.

Criminal Roleplay Guide:

- While engaging in criminal activities you should record your pov. This is not mandatory but it's necessary for situations where you feel like other parties have broken rules and wish to report them or vice versa. staff will ask for your pov if you have been reported.

  Chain Robberies are not allowed.
- Limit of People involved: The maximum limit for engaging in a criminal activity is set at five criminals. It's important to note that the term "criminal activities" encompasses a wide range of actions that involve breaking the law and is not limited to just robberies.
- 5-man rule: Establishes that criminal activities are restricted to a maximumof five players at a time. This limitation ensures that criminal scenarios remain balanced and fair, without allowing for external assistance or intervention. It means that the participants initially involved in the scenario are the only ones allowed to be present until the situation is fully resolved. This includes prohibiting additional individuals from providing information, acting as lookouts, or utilizing radio communications to influence the scenario. Furthermore, gangs are not allowed to take a scenario to their turf or near their turf if doing so would violate the 5-man rule.
- During criminal activities, mechanics are prohibited from utilizing their F1 menu or any other abil that are specific to their job.

  When participating in criminal activities, separate groups are not allowed to collaborate and

work together towards different objectives simultaneously. Each group must adhere to their respective timer and operate independently.

- Prison transports are treated as separate scenarios from the original incident that led to the arrest. When attempting to attack a prison transport, you are allowed to assemble a new group of up to five individuals specifically for that purpose.
- Fake hostages are strictly prohibited within our community. When planning and executing robberies or similar criminal activities, it is essential to adhere to the correct procedures and guidelines. This ensures a fair and immersive roleplaying experience for all participants. Creating fake hostages undermines the integrity of the roleplay and can lead to confusion and misunderstandings.
- After engaging in store robberies or car boosts, it is necessartoy imposea self-cooldown period of 45 minutes. Similarly, for Vangelico robberies, the cooldown is 90 minutes, Fleeca Robberies, Bank Trucks and Drug Runs require a cooldown of 120 minutes. G6, Paleto Bank, and Pacific Standard heists have a cooldownof 180 minutes. It's important to note that these cooldowns apply collectively rather than individually. This means that if you participate in a Fleeca Bank robbery, for instance, you must wait for the full cooldown period before engaging in any other robbery mentioned previously.
- Any place with a "teleport" is a place where you are prohibited to rob players.
- Interfering in ongoing robberies is strictly prohibited within our community, unless specific circumstances apply. For example, if a player or group is conducting a Pacific Standard heist, others are not allowed to enter the bank without permission from the party involved. However, there are exceptions to this rule. Gangs are permitted to interfere with store robberies if the establishment being robbed falls within their turf, Additionally, store owners have the right to intervene if the store they own is being robbed.
- Under no circumstances are players allowed to interfere in ongoing robberies based on the rationale of revenge, including instances where a friend may have been taken hostage.
- Robbing Pacific Standard, Paleto Bank, Fleeca Banks, Bank Trucks, Vangelico's Jewelry Store, and initiating Drug Runs, are all strictly prohibited within the 60 minutes before restart and the 30 minutes after restart.
- Committing any form of crime, including house robbing, selling drugs, robbing other players, and shooting weapons, is strictly prohibited within the 30 minutes before and after a server restart. This rule is in place to ensure a smooth transition during server restarts and prevent disruptive activities that could impact the overall gameplay experience.
- In the event of an unscheduled server restart or server crash, you must wait for a period of 15 minutes before engaging in any criminal activities.
- Camping or staking out an area in order to start or commit a crime is strictly prohibited within our community. While it is permissible to check the area or assess its availability, it is necessary to leave the area for at least 5 minutes before returning.
- Regardless of the scenario type, there is a 90-minute shooting cooldown.
- Participating in tunnel shootouts with the main goal of looting police officers is classified as LRP. Rooftop holdouts fall into this category, as well.

Revised Torture RP Rule

Requirements for Torture RP

1. Scenario Context:

- Torture RP is restricted to interrogation scenarios for extracting critical information (e.g., accomplice identities, hidden items, future plans).
- Random or unnecessary torture without a valid RP purpose is prohibited.

2. Consent & Awareness:

- The individual subjected to Torture RP must be informed OOC and consent to the RP.
- Any OOC discomfort expressed must be respected, and the RP must be adjusted or stopped immediately.

3. Methods Allowed:

- Non-Lethal Physical Methods: Light physical harm (e.g., slaps, punches) or sparing use of non-lethal gunfire (e.g., "*near the foot or hand") to emphasize interrogation. No lasting injury or death is allowed.
- Psychological or Verbal Intimidation: Threats or intimidation are preferred over physical harm.

4. RP Focus:

- Torture RP must be concise, targeted toward achieving a clear RP goal, and not prolonged unnecessarily.

Prohibited Actions in Torture RP:

1. Excessive or Random Violence:

- Severe harm (e.g., mutilation, dismemberment) or actions causing death are strictly forbidden unless explicitly agreed upon OOC.
- Torture for personal enjoyment or trolling is a bannable offense.

2. Prolonged or Aimless RP:

- Dragging out torture scenes without a clear RP purpose is disruptive and not allowed.

3. Exploitation:

- Using Torture RP to harass, bully, or circumvent server rules is prohibited.

Important Notes:

- Abuse or mismanagement in Torture RP will result in immediate penalties, including strikes or bans.
- This rule applies universaltlo y all factions and players.
- If Torture RP is misused, report it to staff with relevant evidence

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HAPPY RPING