

Administration & Rules

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Server Rules

Rules are in place to improve your roleplay experience. You must not use these rules to loophole or benefit yourself in a way which negatively impacts the community. They are subject to Staff Member's discretion.

Section 1 – Player Conduct

1.1 Disrespectful Conduct – Any form of disrespect which is considered to be distasteful or immoral will not be tolerated; be careful what you say, and don't take it too far.

1.2 Advertising – Promotion of anything not affiliated with Fractal Gaming is not permitted.

1.3 Punishment - Avoiding punishment in any means is forbidden.

1.4 Language – Within OOC English is the only language that may be used. OOC may not be used for Role-play matters. Links are not allowed in OOC.

1.5 Content – Content should not be offensive or sexual. Content may not include Religion and Radical symbols. Religious, Racist, Ethnic and Sectarian beliefs and views must not be brought upon the server.

1.6 Cheating & Exploiting – The use of third party modifications or in game exploits/bugs is not tolerated. If you encounter an exploit, you must report it to a senior staff member.

1.7 Disconnecting – You must not disconnect to avoid a role-play or administrative circumstance.

1.8 Causing Problems – You should not attempt to cause problems in the community, for example, by being deceptive or interrupting an administrative situation.

1.9 Name Changing - Any form of malicious RP name changing (i.e. changing name to avoid punishment or for disrespectful purposes) is not permitted.

1.10 Scamming - You shall not attempt to or actually scam a person out of their real-life money in anyway possible.

1.11 Selling in-game currency - The act of selling any form of in-game currency for real life money is not allowed and warrants your RP cash to be reset

Section 2 – Role-play Conduct

2.1 Random Death Match (RDM) – The act of harming/killing another player must carry a reasonable 'role-play reason', typically one which benefits the life of the other character.

2.2 New Life Rule (NLR) – When killed, unless specifically 'voided' by an administrator, you must forget details of your previous life (excluding doors owned, your job, your friends, your cars), and may not return to the area in which you died until the timer has reached zero. NLR is 180 seconds. If you, however, change your job you must forget everything included things normally deemed allowed.

2.3 Meta-gaming – The use of information gained in an out-of-character medium directly in an in-character situation is not permitted. (i.e.: OOC chat, steam chat, kill feed, etc.)

2.4 Props - Using props to surf, climb or block is not allowed. Props should only be used for building purposes (i.e. not to kill, push, lever, etc.), they should also not be invisible.

2.5 Fear-PP – When guns are involved, you must not risk or take your life. This would be such as not following a command when being kidnapped / mugged. If you are equipped with a gun, you may protect yourself as long as you are equally matched.

2.7 Demotions – Demotions must carry a valid role-play reason, and may not be based on out-of-character, or administrative reasons. (i.e.: Rule breaks)

2.8 Job Abuse - You must not change jobs in order to gain an advantage

Section 3 – Bases

3.1 Properties - You can base in up to two properties at once. These properties must be adjacent to each other. When owning a property, you also own the surrounding area of the property, including the pavement.

3.2 Entrances - Entrances must fit two players side by side and in front/behind. You may only have 3 fading doors for your entrance of your base, using keybinds for fading doors is not allowed. Keypads must be near the respective fading door and must not be confusing. Jump and Crouch bases are not allowed. You are allowed up to 4 turns for your entrance. Entrances must not be longer than 2 x interior_fence002d.mdl

3.3 Defending - You or your gang must be added to the door. Cartels cannot base with any other gangs, Cliques can base with 1 other gang, Crews can base with 2 other gangs. You cannot make any changes to your base when there is an active raid. Defending from far away is not allowed. When damaging a player, the player must be able to see you. Explosive defending is not allowed.

3.4 Headlight - Any raider must be able to see your head and shoulders, and be able to shoot back. Bases must not be hard to see or hurt your eyes. Using ladders or any other objects/ways in order to distort your hitbox is not allowed.

3.5 Shooting Windows - Shooting windows must be at least the size of models/hunter/blocks/cube05x05x025.mdl (vertical). Having a shooting window in the ceiling above the raider is not allowed.

3.6 Text Screens - KOS Signs and lines are allowed but must be on the property, however loitering KOS is not allowed. All text screens must be easily visible with large enough text size.

3.7 Unique Building - You may have a building sign to prevent raids, whilst this is up you are not allowed money making entities. Roleplay only bases are allowed, however no money making entities (including gambling or any other money related entities) are not allowed. During a roleplay only base, raids are not allowed. You may not use a roleplay only sign in order to escape RP.

3.8 Bank - You may only base in the bank with a job able to guard. The bank must not contain any drugs or other illegal money making methods.

Section 4 - Raiding

4.1 Pointless Raid - You are not allowed to raid a property whilst clearly has nothing of value inside. However, this is only applicable if you can see the whole contents of the property.

4.2 PD - Only terrorists, gangsters and jobs with the ability to raid PD are allowed to raid the PD. You must have a valid reason in order to raid PD such as breaking a gang member out of jail.

4.3 Cooldowns - You may only raid a base for up to 20 minutes. Once you are successfully inside, you have 10 minutes to leave. You cannot raid the same base until 20 minutes has passed from the end of the previous raid.

4.4 Police - Police are allowed to control an area of the map whilst a raid is taking place, this can be to stop people from entering an area. You may not prop block the area and there should be a sign to accompany it.

4.5 NLR - If you die during a raid, you cannot go back to the raid until the raid is finished and NLR is up.

Section 5 - Gang Events

Section 5.1 - Turf War

5.1.1 Alliances - Gang Alliances are not permitted during Turf war. Your actions must not directly benefit another gang.

5.1.2 KOS - You may KOS anyone within the designated area, providing you are also within that area.

5.1.3 Props - You must not use props to your advantage, or spawn props, whilst participating in Turf War.

5.1.4 Weapons - Explosives are not allowed during Turf War.

5.1.5 Bases & Buildings - If you own a base in the designated area, you must not use that base for your advantage during Turf War. However, you may use unowned properties during the Turf War.

5.1.6 Police - Police may not interfere with this gang event.

Section 5.2 - Gang Package

5.2.1 Alliances - Gang Alliances are not permitted during Gang Package. Your actions must not directly benefit another gang.

5.2.2 KOS - You may KOS anyone within the designated area, providing you are also within that area.

5.2.3 Props - You must not use props to your advantage, or spawn props, whilst participating in Gang Package.

5.2.4 Weapons - Explosives are not allowed during Gang Package.

5.2.5 Timer - If you die during Gang Package, you must not interact, interfere or participate in the event for the duration of your NLR. This also applies if the package has moved from your death location.

Section 5.3 - Protect the VIP

5.3.1 Alliances - You may ally with gangs you are currently basing with, however you are not allowed to kill allied VIPs.

5.3.2 Basing - If the VIP is basing, the base must be fully accessible and follow all basing rules. The base cannot be "building" or be a "roleplay" base. All basing rules and accompanying defending rules must apply.

5.3.3 Timer - NLR does not apply when you are attacking, however does apply for defenders. Rule 4.5 also applies.

5.3.4 Police - Police may not interfere with this gang event.

Staff

How Staffing Works

At Fractal Gaming, we operate a tiered staffing system designed to ensure staff are trusted with the right level of authority at the right time. As staff members progress through the ranks, they are gradually granted access to more powerful in-game commands, allowing them to handle increasingly complex situations.

There are no mandatory On Duty time requirements across any rank. However, all staff are expected to remain active and engaged with the server.

How the Tier System Works

New staff members begin at Moderator, where they handle straightforward reports such as RDM using basic commands. As they progress through the ranks, additional tools become available such as spectate, cloak, and advanced ban permissions, enabling them to tackle more complex situations like base reports and escalated player disputes.

The Ranks

Moderator — The entry point into the staff team. Moderators have access to basic commands and focus on handling simple player reports such as RDM. This rank acts as a trial period to assess readiness for greater responsibility.

Senior Moderator — Senior Moderators handle reports with greater independence and confidence, building on the foundations of the Moderator rank. This rank acts as a stepping stone into administrative roles, with a focus on improving decision-making and overall staff performance.

Admin — Admins are granted access to more advanced commands, enabling them to assist with more complex situations. At this stage, staff can also work towards joining the Event Team and Mentoring Team.

Seasoned Admin — The highest rank within standard staffing. Seasoned Admins hold all the same in-game powers as Senior Admin but without any management expectations or duties. This rank is ideal for those who want to contribute purely in-game without taking on a managerial role.

Senior Staff

Senior Admin — The first rank within the senior staff tier. Senior Admins take on a more supportive and developmental role within the team alongside their in-game responsibilities.

Super Admin — Super Admins combine high-level in-game authority with staff management responsibilities, including handling staff complaints, reviewing applications, and maintaining overall server standards.

Server Coordinator — Server Coordinators are responsible for the overall performance of their assigned server. They oversee staff activity, ensure roleplay quality, coordinate events, and act as the link between staff and higher management.

Community Admin — Community Admins oversee Server Coordinators and ensure consistency across all servers, maintaining standards across the wider community.

Community Manager — The highest staff rank. Community Managers are responsible for the overall direction and management of the community, overseeing all staff and operations across Fractal Gaming.

How Reports Are Taken

When a player submits a report, a staff member will be assigned to handle it as promptly as possible. The process is designed to be fair and thorough, ensuring that all parties involved have the opportunity to share their side of the situation.

Being Brought to the Admin Area

Once a staff member claims your report, they will either teleport directly to you or send a bring request to pull you out of the roleplay environment and into the Admin Area. The Admin Area is a neutral space away from the server where conversations can be had without interference or disruption to the ongoing roleplay.

If your report is a base report, the process is slightly different. Rather than bringing you to the Admin Area, the staff member will teleport directly to the location in question to assess the situation firsthand.

Gathering the Stories

Once in the Admin Area, the staff member will ask you who your report is regarding. They will then bring the reported player to the Admin Area as well. Both parties will be given the opportunity to explain their side of the situation fully. We ask that players remain calm and respectful during this process to ensure it runs as smoothly as possible.

It is also important to note that witness accounts are not considered proof and will not be taken into consideration during a report.

Reaching a Conclusion

If both stories align, the staff member will be able to reach a conclusion and issue any necessary punishments. However, if the stories contradict each other, it becomes more difficult to determine what actually occurred.

In cases where stories conflict, staff are unable to take action based on word alone. Fractal Gaming benefits from a very in-depth logging system that captures a wide range of information, including kill locations, damage logs, and other key events. In the majority of cases, our logs are detailed enough to piece together what happened without the need for video evidence. However, in more complex situations where the logs alone are not sufficient to reach a clear conclusion, video evidence may be requested from either party. If no sufficient evidence is available, the report may unfortunately have to be closed without action.

We strongly encourage players to record their gameplay where possible, as footage can be invaluable in resolving more complicated disputes.