# Rules

VIP Server Rules


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# Disclaimers

BEFORE you sub to our $5+ Tiers for their benefit(s), PLEASE read this. We will consider this accepted upon subbing.

SWE/M has had such wonderful support that we have been actively overwhelmed for awhile now. We are working on trimming down everything excess and its still not enough, so we have to carve away a little more and a little more while actively searching for efficient processes, programs, and automations to help us give everything we so desperately want to give to yall. We have a smaller team and we never expected the absolute explosion of support or user count. Given this:

**GENERAL DISCLAIMERS**

**PURPOSE:** This server is for multiple reasons, all for the benefit of us all. It has many purposes outside of general enjoyment. Please understand that a lot of things won't be refined or preferred, especially at first, for both staff and players. We are using VIP extensively to improve upon ourselves in many ways so SWE can be as flawless upon open as possible. This means growing pains. If you're donating, you're helping support SWE/M to continue. If you join our server, you're helping support SWE's development.

> ***Numbers:*** Overwhelming support seems to be a habit for our project. This means numbers of users beyond our expectations. We hope to, in time, learn effective ways to manage such high volumes of users with high user satisfaction and without staff overload. It will take time as we adapt and become more efficient, at first it will be slow and imperfect.
> ***Training:*** SWE is our ultimate goal, and we hope to open soon. Till then, we will be using VIP to train up our moderators and build our moderation processes for the best and safest experience we can manage. This means there will likely be mistakes, but we'll do our best to make them right and improve upon them.
> ***Togetherness:*** We hear so many players wanting to play together and we want to supply that place for them. Even if it means we take an income cut, we want to provide that for you. We'd make it free but we simply can't handle the user count we'd have.
> ***SSMs:*** SSMs will be our moderation tools and automation tools. We are developing them when we can and they definitely won't be bug free at the start. Please expect bugs, errors, and issues.
> ***Workload:*** We have a smaller team and hope to grow but for now we are learning what we can and cant handle, at what scale, and at what timelines. Some things may change as we learn we can't appropriately provide what we originally offered, or we may be able to offer more. Juggling so many staff, users, and mod projects is no easy task. Some things may take longer for us to get to to improve than others. We can not promise what we'll work to improve first.
> **Automation:** We are working to hopefully add automation is future for less clerical error and faster response times. Sadly, we don't have that right now. Currently everything is manual. This means that errors can occur, tasks can take longer to complete, and sometimes staff might need a reminder of a task needing done. Please be patient with us. VIP is additional, on top of SWEM and

SWE work.
> **Refunds and Pre-Pay:** Are not functions we offer at this time. It takes an extensive amount of tracking for not only our Benefits documents but also our accounting. We hope to be able to afford the man-power for that pleasantry in the future, but for now, we simply cannot afford the staff to track it. We will not allow pre-pay or refunds.

*Given the VIP server is for everyone's benefit, now and in future, playing together and also supporting the project going forward, as well as testing and developing processes/automation - we really appreciate patience and understanding that we are learning as we go and doing our best to give the best experience possible while we do it. It might be a little rough for awhile, but we hope you enjoy what we have to offer.*

**SERVER DISCLAIMERS**

**Marketing:** Marketing is key to us surviving. The more we grow, the more we need to stay alive - however, if we don't grow, we die. We need to market our server, the custom maps, the custom events we offer, plus the fun times we all have together. If you are on the server, you might be in a picture or video posted by either SWE/M, SWE/M affiliates, or even other users themselves.

**Plots:** We do not have the assistance of a plot plugin at this time. We intend to create what we need in future, however right now we are managing our plot system manually. Given its manual, we cannot afford the time and delicacy to not only have a graveyard for unused plots, but to also schematic them, and move the animals too - especially for so many users that we have.
> If the donation is not met every month ...
>>> If there's no complete buildings - after 30days - the user's plot will be erased, their named horses will go to the Rescue, and all pets/livestock will be decommissioned.
>>> If there's no complete buildings - after 60days - the user's plot will be erased, their named horses will go to the Rescue, and all pets/livestock will be decommissioned.
>>> If the user returns to their plot being erased - they will need to restart their building and horse ownership from scratch.
Don't worry too much as Ko-Fi allows donations anytime so being late a few days won't result in the erasing of your plot, pets, and ponies.

**Modding and Modded Servers:** It is not our responsibility to ensure you are able to mod your game or that your game gets successfully modded. Our volunteer staff can choose to assist if you ask for help but it is indeed a choice. We offer *plenty* of resources to teach you how to do it yourself and to troubleshoot your issues. Additionally, it is not our responsibility to make sure your computer can handle modded minecraft. Please know your computer's capabilities BEFORE you subscribe. Our VIP server is modded and has a modpack of 30+ mods, while most of them are tiny, we still recommend that a computer have at least 8G RAM to have the best chance of being able to run the modpack. If you cannot get the modpack installed correctly or your computer can't handle the modpack, we will not see this as a reason for refund. Donations are to the project as a whole and its continued development, while the VIP server is a "thank you" gift in return for donating. I'm sorry if you cannot receive the gift but helping us finance development still means you can play the mod in a smaller modpack in other servers or in singleplayer (given your computer can run minecraft at all).

# Conduct Rules

## Discord

All VIPs are required to:

- Be able to install and mods unassisted, or with minimal support and redirection to existing resources.
- Be able to read and comprehend the rules and terms of use for the server.
- Be able to join the Star Worm Equestrian Discord in order to redeem their perks.

All VIPs are expected to:

- Use resources provided for accessing the VIP server (Discord channel information, Wiki pages)
- Use resources available online for using Minecraft, mods and accessing a Multiplayer server.
- Use resources provided for a specific problem when recommended to do so (read and attempt solution).
- Use initiative to resolve technical issues first before expecting support which is offered by volunteer helpers.
- Remain patient and polite when requesting help in the **correct** assistance channels.
- Not ping or directly message staff unless the matter is urgent* (such as a moderation issue).

All VIPs consent to:

- DC nickname change to reflect both DC + MC name, either as **DC | MC** or **| MC |** if the name is similar / identical.
- Essential tags with relevant updates or changes, either to the VIP channels on Discord, or VIP server on Minecraft.

**Additional**
We will always endeavor to support our VIPs with issues they encounter - however this support is offered by volunteers with limited time, experience and work expectations. We clearly note in our disclaimer that it is not our responsibility to ensure you are able to install and use mods, or that your PC be capable of running the modpack used on our servers. Furthermore, the perk provided in exchange for your kind donation is access to the server and donator role, we do not guarantee personal, one-on-one support for issues, common problems or hardware failure - especially when ample information for solutions may be offered online.

> * Urgent is a matter of significant time-sensitive **risk** (moderation issue ect) - not for any personal urgency or impatience.

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# Minecraft Server

All VIPs are required to:

- Request whitelisting via the **Discord** server.
- Read and follow ALL server rules on first joining - this is available via the tutorial and on our Wiki.
- Read and adhere to all direction from SW Moderators - these users display **[CV]** **[CM]** **[K]** or **[Q]** as their role.
- Act in accordance with ALL Discord rules, including remaining SFW at all times and engaging appropriately with others.
- Act in accordance with ALL server rules, even if a rule is not expressly stated - do not abuse or exploit on technicalities*.
- Avoid plagiarism of content or designs; do not steal or copy others builds, or claim for use elsewhere without permission.
- **CONTACT A MOD+ IMMEDIATELY IF AN ISSUE OCCURS - DO NOT ATTEMPT TO HANDLE SITUATIONS YOURSELF.**

> * Rules are always subject to change, and the intention of a user's actions count as much as the rule itself. If an action was deemed to be malicious or to circumvent established rules, consequences will be the same as breaking the rule / conduct.

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# Moderation & Appeal

All users are subject to moderation in line with our Discord and Minecraft server rules. In most instances, this moderation intervention will involve a reminder of the established rule, redirection to expected conduct in line with our rules, or sanctions based on serious or repetitive infringement of rules set our for the safety and enjoyment of all users, or the protection of our server and community.

Where applicable, moderation will follow our Ask, Tell, Command (ATC) guidance - offering users the opportunity to recognize an issue exists and take appropriate steps to stop or resolve the issue prior to more serious consequences occurring.

- A moderator+ will ask the user to address the issue (+/- remind about the rule)

- A moderator+ will tell the user to address the issue (repeat issue, or a significant rule violation)
- An admin+ will 'command' the user to address the issue - this is the final warning prior to further sanctions or action.

> Serious rule violations can result in your VIP subscription being cancelled, and potential Discord or SWE (public) sanctions.

**Additional**

- SWEM can refuse and refund the subscription of any new or existing user if deemed necessary (conduct or past issues).
- ATC procedure can be expedited in serious issues (ie trolling, destruction) or with perceived risk of escalation.

**Appeal**

Users can contact an admin at any time to appeal (invoke a review of moderation action) - providing additional evidence to assess alongside any existing information taken by the SWEM moderation team. You are not guaranteed a change in outcome, but we will review the circumstances, action taken by moderator(s) and whether any sanction(s) are in line with our moderation standards.

# Minecraft Server Rules

## Basics

This is a comprehensive overview of the server rules, intended as a reference to users or a refresher to returning players.
These rules are subject to change at any time - any significant changes will be notified via Discord.

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## Server Rules

1. No griefing, stealing, or looting properties (even if unclaimed) in the VIP, Alaharra or Rescue dimension.
2. No NSFW in chat (public or private) or player, property, entity or item names, or signs, builds and references.
3. No hostile actions towards players - be respectful and polite to others at all times. **See conflict resolution below.**
4. No manipulation of other players - including contacting new players to acquire their rare one-time quest items.
5. No use of mod or server exploits - report any issues you find and do not use them for your personal gain.
6. No cheating in competitions, events or within normal game play in a way intended to give you an unfair advantage.
7. No impatient demands of staff and services currently working within the normal 24-48hr processing times.
8. No rudeness to staff - staff have rules to follow too, our goal is not to make your lives harder, but to protect the server.
9. No (intentionally) following staff around while they complete their daily tasks - please let us do our work in peace.
10. No mini-modding - you can help players to observe noted server rules but must notify a Mod+ ASAP if issues arise.
11. **Follow all directions given by a moderator+.** If you want to discuss it further, contact an Admin.
    Moderator+ ranks are **[CV]** **[CM]** **[K]** **[Q]**

> We will not whitelist NSFW names, or revoke whitelisting of newly NSFW names until it is changed to a SFW alternative.

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> Abuse of exploits or issues and circumventing the rules for personal gain will be considered a serious breach of conduct expectations. If proven, this will result in fines/confiscations, warnings, temp bans or removal of server access entirely.

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# Conflict Resolution Rules

If you have a serious concern for anyone breaking server rules, not engaging appropriately, or there is a currently ongoing or potential for a dispute to arise, you can contact moderators at **ANY** time. You can do this in one of the following ways:

- Tag @Mod or @Admin - this works in Discord or in-game!
- Contact an online and on-duty Mod or Admin privately via in-game message (/tell [name] message here).
- Contact an online Mod or Admin privately via Discord.
- **You can re-tag or message another mod/admin if the issue is escalating and needs URGENT attention.**

1. No hostile conduct is ever justified - if you feel provoked into it, you must pull back and contact a Mod+ to handle.
2. No maliciousness or revenge, even in response to other's actions, will be tolerated.
3. No engagement in public disputes, or interjecting into ongoing disputes unrelated to you.
4. No bullying or targeting players for any reason.
5. **If you have personal issues with a specific player - mute or avoid them and continue about your business.**

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# Property Rules

1. You can claim only **one** starter plot in VIP dimension - and must purchase plot upgrades to move out.
   ❖ You can alter or even destroy and rebuild your starter home.
   ❖ You can have only one starter home - you must not relocate to any others for resources/fresh start.
   ❖ You can stay as long as you genuinely need it - this is usually until you have 5K in funds.
   ❖ You are responsible for relocating **within 72 hours** once another property has been purchased.
2. You can currently own **one** property at a time, and upgrade to larger plots over time.
3. You must claim the **entirety** of your property to protect your items, build and entities.
   ❖ You will receive just enough claim chunks to protect the property you currently have.
   ❖ Allocating extra claim chunks is a manual process overseen by mods/admins.
4. You must only build within your claim limits, indicated by the stone outline of your plot.
   ❖ Blocks or decoration outside your plot will be removed and no items returned.
   ❖ You are permitted to make a simple ground-level path connection **up to** the road.
5. You must not destroy blocks outside your claim limited, including the road, mailboxes etc.

6. **You must not join other players teams or make your team free to join!**
   ❖ Ally players instead with /ftbteams party allies add [playername]
   ❖ Any teams noted to have non-allied members will be disbanded or members removed.
7. You must comply with Animal and Horse welfare regulations listed **HERE.**
8. You can no longer request schematics of personal plots - please take sufficient reference images of your builds.
9. You must not plagiarize any SWE's server builds for your own use, or use on another server.
10. Your consent is not required for builds to be in the background of any SWEM or player videos and images.
11. Plots will be cleared after 30 days of expired membership if little to no progress has been made on the build.
12. Plots will be cleared after 60 days of expired membership if there is significant progress/completed builds.

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# Animal Ownership & Welfare Rules

> Exceeding the animal ownership restrictions will result in confiscation or removal of excess animals.

1. The following restrictions are in effect across all plots and dimensions:
   ❖ You can own a **maximum** of 15 horses (even if boarded out)
   ❖ You can own a **maximum** of 8 of each livestock
   ❖ You can own a **maximum** of 5 of each pet
   ❖ You can own a **maximum** of 5 of each livestock
   ❖ You can only own **ONE** Horse on a starter plot.
   ❖ You can board other player's horses in excess of your horse ownership limit if you have the stall space.
2. You are responsible for all (owned/contained) animals on your plot.
   ❖ You must have regulation accommodation for **every** animal in your care.
   ❖ You are subject to routine welfare checks by Mods+ at any time (without notice).
   ❖ You will receive notices to improve standards, escalating to fines or removal if non-compliant.
3. You must re-home or make alternative arrangements for animals you cannot accommodate.
4. You must surrender any horses that you not longer want or need to the rescue.
5. You should use a mercy blade where possible to kill animals kindly if harvesting resources.
   ❖ Killing an animal by hand, lava, suffocation or crushing will be considered an abusive death.
6. You should not leave Horses (any) tacked up while you are offline. Return to untack them as soon as possible.
7. You should not leave Horses unattended while you are offline. Return to retrieve them as soon as possible.

8. You should report any lost or wandering horses to a Mod+, or submit it to the Rescue's Lost & Found pasture.
   ❖ Do not unhitch or relocate a horse of an **online** player without good reason.

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# PVP Rules

It is your responsibility to keep yourself safe in PVP dimensions, and you should take the proper precautions by carrying under T250 and being cautious with valued animals in these zones. Mods+ cannot rescue your grave from PVP, nor negotiate a truce on your behalf. **Please only report a player if they are breaking established PVP rules.** If they're within those rules, we cannot and will not take action against someone using PVP as intended. It's understandable to not like PVP, or feel aggrivated if attacked, but do not submit a complaint just to spite someone following the dimension rules.

1. No spawn camping - you must not attack players anywhere within the spawn (waystone) structure. This is a safe zone.
2. No grave guarding - you must not prevent a player from obtaining their grave unless they attack you to do so.
3. No trap setting - you must not set traps intended to harm a player beyond self-defense, or to obstruct their grave.
4. No targetting - you (and any allies of yours) must not go out of your way to target specific individuals repeatedly.
5. No hostility - you must not engage in any chat or gameplay based hostility towards anyone you killed, **or** who killed you!
6. No cheating - you must not use any kind of mods, cheats or glitches that gives you an unfair advantage over others.
7. No deceit - you must honor any agreed truce or surrender between you and another player for **at least** 15 minutes.
8. No blackmail - you must not demand payment or trade of a player for safe passage through a PVP zone.
9. **Absolutely no killing of pets unless aggro'd onto you (dogs). Do NOT harm or kill another player's horse!**

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# Other Restrictions

1. You may not build large scale redstone, or redstone auto farms intended to gather passive resources.
2. You may not create captive piglin trading farms - trade with naturally spawning ones only.

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# Dimension Rules

| Dimension | Gamemode | PVP/PVE | Difficulty | Dimension-specific rules |
|---|---|---|---|---|

| | | | | |
|---|---|---|---|---|
| Graveyard | | | Peaceful | N/A - Players visit this dimension only once on joining (tutorial). |
| VIP | Survival Adventure | N/A | Peaceful | You must not take from any unsecured containers, item frames or racks.<br>You must not claim any plots you do not own or have not purchased.<br>You must not loot properties, even if they appear to be vacant/unused. |
| Alaharra | Adventure | | Peaceful | You must not claim (FTB or otherwise) any area in Alaharra.<br>You must not farm any crop fields in Alaharra.<br>You must not try to get into restricted areas (Castle/Town Hall).<br>You must not take from any unsecured containers, item frames or racks.<br>**You must not tailgate players selling or buying to or from shops.** |
| Rescue | Adventure | | Peaceful | You must not take horses out of the Lost & Found pasture.<br>You must not try to get into the rescue paddocks or stalls. |

| | | | | |
|---|---|---|---|---|
| Wilds | Survival | | Normal | You must not claim (FTB or otherwise) any area in the wilds.<br>You must not create any structures (builds) in the wilds.<br>You must not create any crop or animals farms in the wilds.<br>You are free to destroy and gather any natural resources.<br>You are free to replant trees and forest areas for wood gathering.<br>You may loot any chests, but must not take from any Astikor Carts.<br>You may use mob spawners, but must not create mob farm structures.<br>**You may not create or enforce any personal rules of use for players.** |
| Nether | Survival | | Normal | You must not claim (FTB or otherwise) any area in the nether.<br>You must not create any structures (builds) in the nether.<br>You must not create any crop or animals farms in the nether.<br>You are free to destroy and gather any natural resources.<br>You may loot any chests, but must not take from any Astikor Carts.<br>You may use mob spawners, but must not **build** mob farm **structures**. |
| End | Survival | | Normal | COMING SOON |

# General Conduct

1. You should avoid trespassing by jumping player's fences or cutting across their plots.
2. You should be careful on and around others farms and animals - especially while on your horse.
3. You should not use private facilities on player's plots, such as arenas, without permission.
4. You should not put your horses, livestock or pets onto a player's property without permission.
5. You should respect boundaries set by other players and do not impose (push) yourself into their business.
   We encourage friendly and cooperative gameplay, but everyone is entitled to privacy, independence and some may not want to join cooperative projects, adventures etc. This right to privacy includes being repeatedly contacted via private messages, or pressured into any activity/sale/exchange they did not initiate.

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# Additional

The following are not rules users are subject to, rather those that we follow as a staff/moderation team.

1. Staff do not offer grave rescues unless you are unable to break it due to gamemode restrictions.
2. Staff cannot resurrect or replace your horse if deceased, we can try to help you find it if lost.
3. Staff cannot replace lost items due to mod error unless a decision is made to do so under set circumstances for ALL.
4. Staff are subject to the same gameplay rules and restrictions as normal users - what you can't do/get, neither can we.
   The obvious exception to this is when tasked with staff-related duties.
5. Staff have the right to protected downtime to play the server without interruption.
   An off-duty staff member (Mod+) is still expected to handle, or delegate, urgent concerns if online and present.